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ARMORED CORE[®]

N E X U S



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This game has received the following rating from the ESRB:





PRIMA OFFICIAL GAME GUIDE

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Introduction



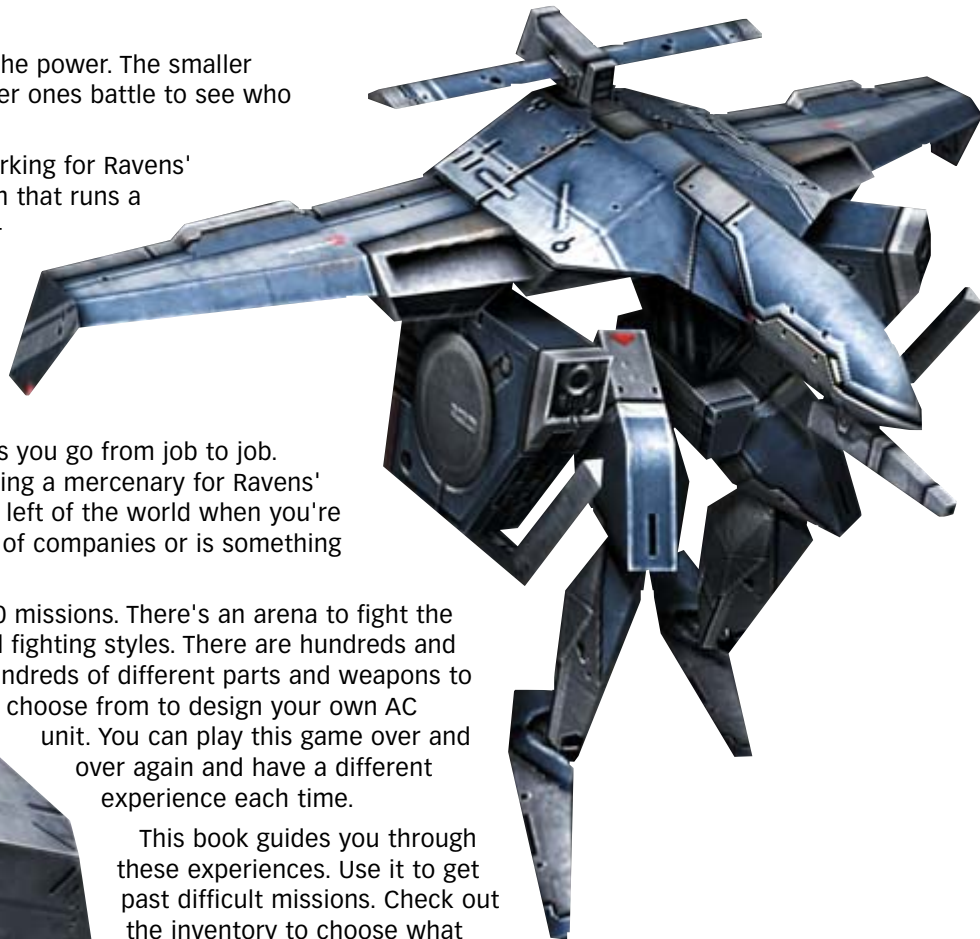
This is a world where corporations hold all the power. The smaller corporations try to get bigger while the larger ones battle to see who will come out on top.

You're an AC pilot, known as a Raven, working for Ravens' Ark. Ravens' Ark is a mercenary organization that runs a pilot-for-hire business for the feuding corporations. It's a job where your only loyalty is to your organization, and your relationship with the corporations is all about money. One minute you defend an outpost and the next minute you are hired by a rival corporation to attack it.

You'll see lots of destruction and chaos as you go from job to job. Corporations grow and fail by your hand. Being a mercenary for Ravens' Ark is extremely profitable, but what will be left of the world when you're done? Is your work only affecting a number of companies or is something larger at stake?

This is a massive game with more than 60 missions. There's an arena to fight the best AC units, each with unique designs and fighting styles. There are hundreds and hundreds of different parts and weapons to choose from to design your own AC unit. You can play this game over and over again and have a different experience each time.

This book guides you through these experiences. Use it to get past difficult missions. Check out the inventory to choose what parts and weapons are best for your AC. Use this guide to get the most out of this game for a long time to come.



Piloting Basics

Controller Configuration

Within the "Key Assign" portion of the Options menu, you can see each button's action, along with a video screen showing the function of each button as it appears during gameplay. View this if you have any confusion about what a specific button does. The following list briefly describes each button's action.



Look at the "Key Assign" within the Options menu to see the button configuration, as well as a video of what each button does when pressed.

Cockpit Interface

This part of pilot training familiarizes you with the cockpit HUD, including the various gauges, numbers, and messages that may appear onscreen during a mission.



Many gauges and icons appear on your HUD. The following points out and explains them.

Basic Interface

Armor Points (AP): The large number in the upper left corner represents the Armor Point total for your AC. Think of this as your health. When it reaches zero, your AC unit is destroyed.

Energy Gauge: The vertical bar on the left of your HUD is the energy gauge. This represents your remaining energy. Energy is consumed by energy based weaponry, boosting, and overboosting (OB). This bar recharges when no energy is being used.

Sight Lock: The rectangular box in the center of the screen that moves with your AC's viewpoint is the sight lock. You must target an enemy within this box to shoot it successfully. Its size is relative to the weaponry you are using. Typically, long-range weapons or powerful weapons have a smaller sight lock.

Lock-On Sight: The lock-on sight is a smaller indicator that appears within the sight lock. This indicator appears when an enemy enters the sight lock window and is within your weapon's range. The lock-on sight turns red when you lock on a target. If it is green, it means the shot is blocked by an obstacle.

AC Temperature: The AC's temperature is represented by the small horizontal bar under the Armor Points in the top left of your HUD. This tells you how well your AC is running. Extreme temperatures may cause partial shutdowns of various functions. Actions such as boosting cause your temperature to rise.

Button Press	Action
Left Analog Stick	Move: Moves AC unit
Right Analog Stick	Look: Controls direction AC unit is facing.
■	Look Reset: Resets viewpoint to default (looking straight ahead)
▲	Disarmament: Drops weapon
×	Inside: Uses inside part
L1	Arm Unit L/Event: Uses left-arm weapons/Activates doors or switches
R1	Fire Weapon: Uses right-arm weapon
L2	Boost: Activates boosters
R2	Change Weapon: Switches weapons
L3	Extension: Turns extension parts on and off
R3	OB/EO: Turns core OB/EO functions on and off
START	Pause: Pauses game
SELECT	Area Map: Shows map

Radar: The radar window in the top right of the HUD appears only when you have equipped a head or other part that provides radar. Nearby opponents appear on the radar as dots:

- Blue dots indicate enemies above you.
- Red dots indicate enemies on your level.
- Yellow dots indicate enemies below you.

Compass: The compass at the top of the screen is used to show your heading

Weapons: Weapon icons appear under the radar along the right side of your HUD. The selected weapon appears green. Weapons that are red have been exhausted of ammunition. Find ammunition information under the weapon icon.

Message: Messages appear under the weapon information along the screen's right. These messages include:

Hit: Your AC has hit its target.

Damage: An enemy attack has damaged your AC.

Armor Low: Your AC's AP level is dangerously low.

Destroy: A target has been destroyed.

Guard: An opponent has deflected an attack.

Time Limit: Some missions are timed. A clock appears in the screen's top center to indicate the amount of time remaining.

Leaving Area: When you begin to exceed the limits of a map, a "Leaving Area" message appears across the screen's center. If this happens, get back into the mission area before the mission is ended.



Optional Cockpit Information

You can customize your cockpit by adding more available information and changing the colors. Enter the "Cockpit" from the Garage menu to make changes to your HUD. Here is what you can add or subtract from your HUD:



Customize your cockpit by entering the "Cockpit" from within the Garage menu.

Outer Heat: This displays the external temperature near the radar screen.

Speedometer: This displays your AC's speed in the HUD's lower left.

Enemy Data: This displays an opponent AC's weapon information in the lower right.

Altimeter: Displays your height by two vertical bars in the screen's center.

Remnants Enemy: Displays the percentage of remaining enemies.

Cockpit Error Messages

As with any machine, errors can occur. Here is a list of possible error messages that may appear during battle and what they mean:

Charging: All your available energy has been depleted so the generator is recharging. Extra energy cannot be used during recharge.

FCS Error: The fire control system in your AC has stopped working. This is most likely a result of an enemy ECM (electronic countermeasure). Your targeting systems will be offline, leaving you to target manually.



Error messages appear on the left side of your HUD. They give you indications of your AC's performance.

Piloting Basics

Danger Heat: Enemy fire or other factors such as boosting overuse has caused your AC to overheat.

Output Down: Damage is causing your AP levels to drop until the temperature stabilizes.

Radar Error: There is radar interference. Enemies temporarily don't show up on radar.

Shortage En: Energy consumption of all equipped parts exceeds the energy output of your generator. (A mistake must have been made in the garage!) Try dropping a power-hungry weapon to correct the situation in battle.

Overweight: The weight of your equipped parts exceeds the weight limit of your legs. Again, try dropping a weapon to fix the problem in battle.

A Overweight: The weight of your arm parts exceeds the weight limit of your core. Drop a heavy weapon.

AC Maneuvers

Now that you have an understanding of the cockpit, it's time to freshen up your maneuvering skills.

Targeting

You can aim using targeting systems, or aim manually. While most targeting is done for you, you still need to learn to shoot accurately without relying on the targeting system.

Automatic targeting takes place when an enemy is within range of your FCS sensor and is in your line of vision (although this can be obscured by objects). Once the enemy is in sight, the lock-on target appears around the enemy. When it turns red, you have a clear shot. If your lock-on sight is green, your target is behind a solid object and cannot be shot. If it's red, even if trees or brush are between you, you likely can still score a hit.



Firing Without a Lock

Some of the long-range weapons (such as sniper rifles) can fire beyond the scope of your FCS targeting equipment. This means you can effectively shoot a target before it has been tagged with your lock-on sight. You can and should fire these weapons without a lock if you have a good, clean shot.



Some weapons, such as missiles, cannot be fired unless you have a lock. So it's always good to have a couple of weapons that do not require a lock to fire, in case your enemy uses some sort of ECM ability.

Sharpshooting

A red lock-on does not ensure a hit. Use the following aiming tips to help better your chances of connecting with your target.



Stationary Targets:

Get the target squarely in your sights. It isn't moving, so line up your shot carefully.

Moving Targets: Lead your target. This means fire ahead of your target so that your shot and the enemy collide.

Missed Target: If a target is still locked after missing, immediately fire again. Your chance of hitting a target with a second shot is much higher due to the length of time locked.

Jumping or Jetting Targets: Shoot at the target as he completes or begins a move, not while in the middle of an action.

Patience: Sometimes your enemy jumps, hops, switches directions in midair, or engages in a fast-paced maneuver. These actions decrease your chance of connecting with your target (these are the same types of evasive maneuvers you use to avoid incoming fire). Wait for the moment when an enemy lands, slows, or stays in one position to fire. This increases your chances of getting a successful hit and saves precious ammo.

Strafing

Strafing is one of the single most important maneuvers in combat. This easy, but effective, maneuver provides the best way of dodging incoming fire by simply moving your AC to the left or the right while continuing to face your target. While strafing, you can sidestep enemy fire and return fire simultaneously. Strafing also puts you in an position to use an inside component to intercept enemy fire.



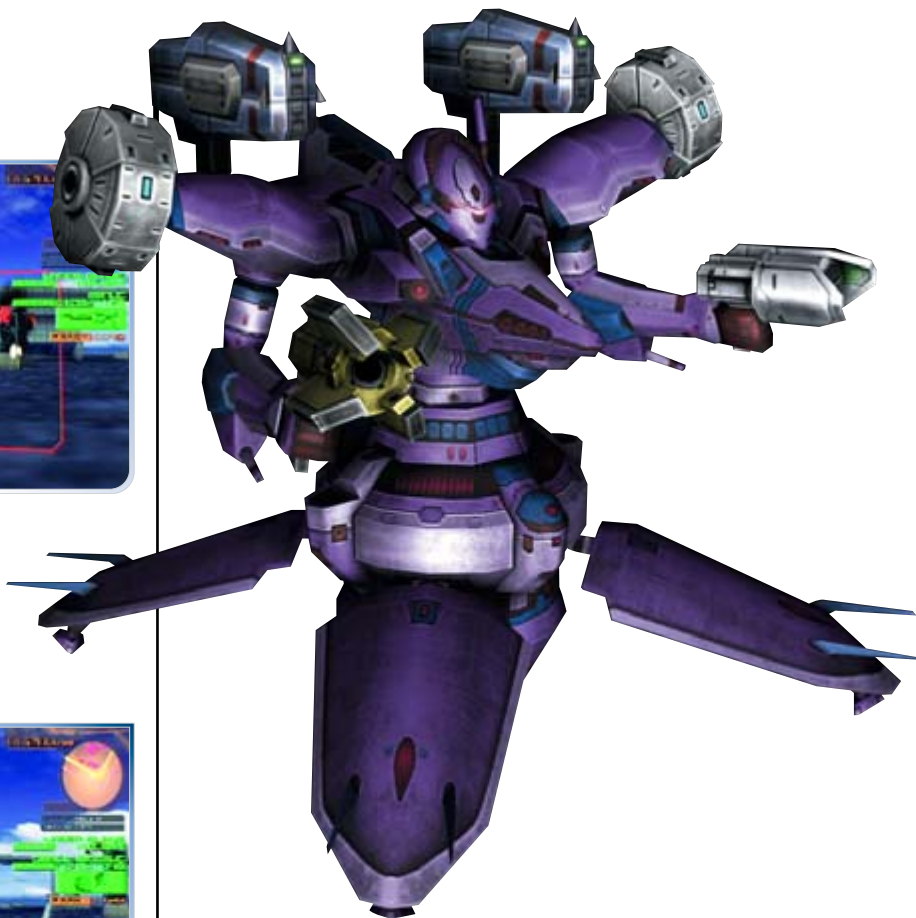
Power Strafing

Strafe in conjunction with your booster or built-in jets to add speed to your maneuver. This is a great way to avoid missile attacks or slow-moving projectiles, even in a heavy AC. To do this, press left or right on the left analog stick and slam on your booster (**L2**) when you see a particularly nasty shot headed in your direction. This gets you out of the way much faster than a simple strafe, a necessity for heavy AC's.



Circle Strafing

Circle strafing is a technique where you circle around one position, usually a target. This keeps you on the move, making you hard to hit, while you shoot at a target. Use this in wide open areas for the best results. Combine this technique with the boosters for a faster paced circle or when you need to quickly dodge an attack.



Boosting Techniques

You can execute all of the previous moves in the air as well with the booster ability. Boosting gives a new dimension to combat by allowing an AC to soar above the ground. This often puts you on an even playing field with an enemy who cannot sit still. This also puts you at an advantage against enemies on the ground, making you harder to hit. Boosting does not come without price: you can quickly overheat during prolonged use, especially with a heavier AC unit.



Override Boosting (OB)

Execute airborne techniques far more quickly with the override boosting ability. To execute this maneuver, press **R3** to charge your booster and travel at an extreme speed for a few seconds. Press **R3** again to halt the move. This is great for escaping, chasing, and dodging. However, use it sparingly because it depletes your energy supply, leaving you vulnerable while you recharge.



Close Combat

Use the blade (if equipped) for close-combat situations. This conserves ammo and energy in addition to being fun. The blade is ideal for the small enemies that aren't worth your bullets. This form of attacking is also more powerful when you use a faster AC unit. Combine this attack with your right-arm weapon for double the damage when you strike.



Airborne Opponents

At first it may be both difficult and frustrating to attack enemies above you, such as planes and helicopters. It's simply a matter of locating them on your radar and looking up to target them. Sometimes, however, if you rise to their level, they become easier to target.



Dealing with airborne enemy ACs is a little different because they land from time to time. This is your chance to capitalize. When an enemy has been airborne for a while, take to the sky and get ready to return fire as they touch down, taking full advantage of their temporary immobility.

Splash Damage

Splash damage is the indirect damage you take from area-effect weapons such as bazookas. Explosions of all sorts tag you with inadvertent damage. Use this to your advantage by shooting near an enemy, causing damage around corners, or damaging enemies behind closed doors (hint hint).



Mission Flow Chart

This is not a linear game. You often have different missions to choose. Win or lose, you return to the world map and can move on to the next mission or challenge.

This flow chart shows you when new missions become available. The phase numbers represent the time when you can select what mission you want to play.

Note

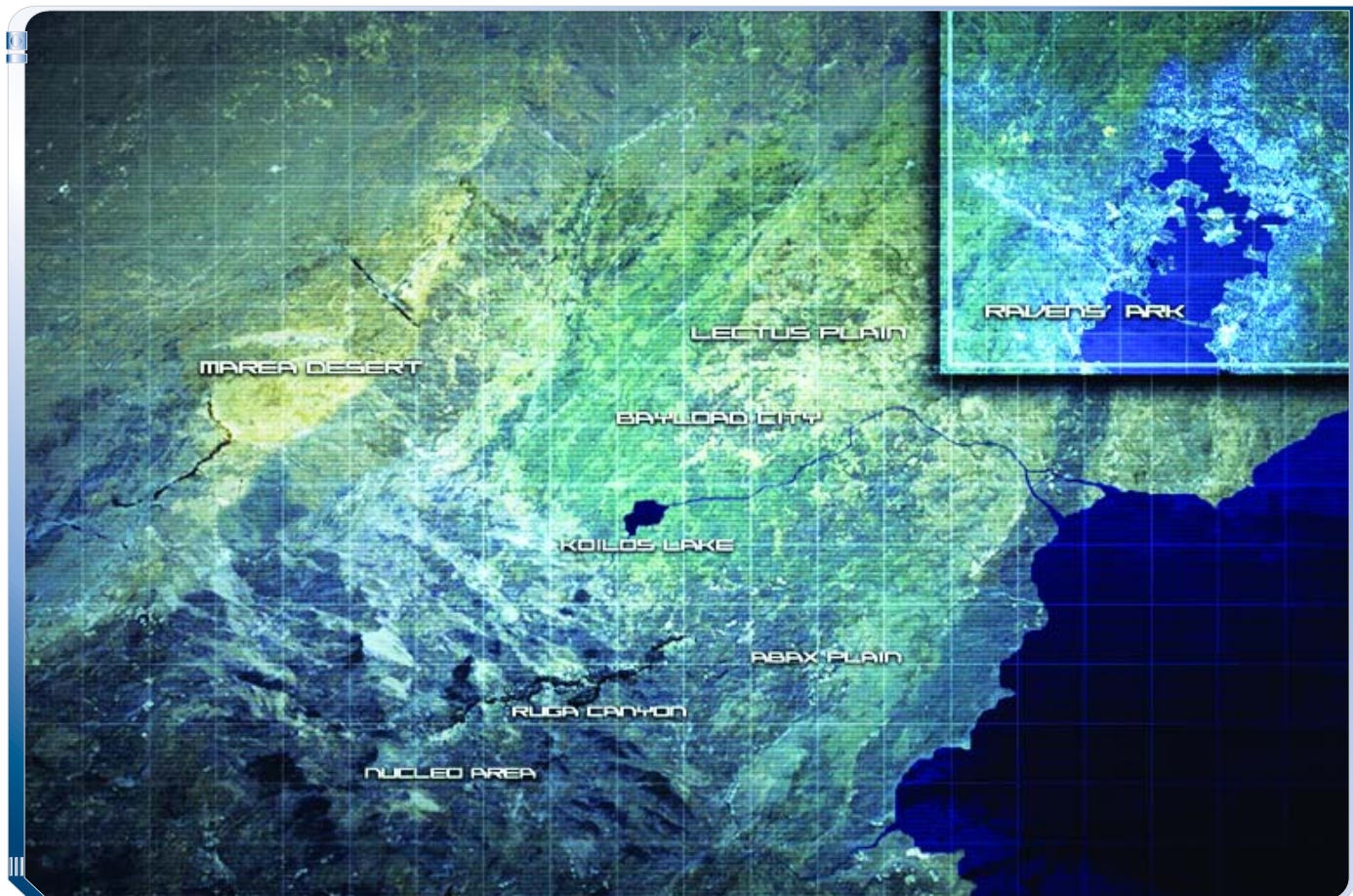
As you play through the game, you get challenged by other AC units from the ranking system. You can choose to fight these opponents instead of selecting a mission for that turn. This flow chart lists only the progression of the missions you can encounter.

For example, in order to play mission 9, you have to win or lose any of the missions in the previous phases before mission

9 is available. After playing mission 9, mission 10 (which becomes available at the same time as mission 9) stays available for a few more phases before the mission circle fades away completely. If you beat the entire game, you gain access to all the missions you played (whether you won or not). If you skipped a mission, it isn't available, and you must play through the game again and choose the missed mission for it to become available in the Free Mission option.

Note

Some missions won't be available to you unless you fail the previous mission. Then you have the opportunity to fix your mistakes. For example, phase two and mission two only occur if you fail mission one. Hopefully you pass the missions the first time and don't have to play substitute missions in their place.



Mission Flow Chart

Mission Flow Chart

Phase	Missions	Phase	Missions
1	1	23	32, 33
2	2	24	34, 35
3	3	25	36
4	4, 5	26	37, 38
5	—	27	39, 40
6	6	28	41
7	7, 8	29	42, 43
8	9, 10	30	44
9	11, 12	31	45
10	13, 14	32	46
11	15, 16	33	47, 48
12	17, 18	34	49, 50
13	19	35	51, 52
14	20, 21	36	53, 54
15	22, 23	37	55
16	24	38	56
17	—	39	57, 58
18	25, 26	40	59
19	27	41	60
20	28	42	61
21	29	43	62
22	31		





Mission 1



Attack Mirage Search Team

Client: Navis

Details: Remove search team, Destroy all MTs encountered.

Advance: 25,000C

Reward: 37,000C

Area: East Ruga Canyon

Recommended Armaments: Starting equipment

Deploy!

You start with standard issue Armored Core parts and weapons. You have no money to upgrade, but you have more than enough to get the job done.

A transport helicopter flies you to East Ruga Canyon. The jagged walls of the canyon are high and there are ledges along the top. From your starting location, activate your boost, and fly straight up into the air. You have just enough boost power to land on the pipes that cross the canyon. Run along the pipes to the right to get to the side of the wall. From there you can boost to the dirt ledge ahead.

From the first ledge, spot an enemy MT on the floor below. The ledge gives you protection from incoming missiles. After the missiles harmlessly explode, move to the edge to target and fire at your enemy below. After the first member of the search team has been eliminated, use your boost to hop from ledge to ledge along the canyon.



Use your boost to get to the pipes and ledges above your starting location.



Your first enemy is the MT in the canyon below.



Use the ledges of the narrow canyon as cover to avoid incoming missiles.

At the end of the long, narrow canyon is a wide opening where you'll find the rest of the search party. Stay on the ledges at the top of the canyon and fire your missiles when you get a lock on an enemy below. You can boost to the ledge on the other side of the canyon if you need a better shot. Destroy all but one of the MTs for now.



The opening at the end of the narrow canyon has the rest of the search team. Use the ledge as cover while you pick them off one by one.

Hidden Item



Follow the first long pipe to get a hidden AC part.

A long set of pipes runs high above the open area after the narrow canyon. Use the dirt ledges on the left side of the area to get there. Run along the pipes until you get to the far canyon wall. You'll find the CR-WH98GL Grenade Rifle.

With the AC part safely in your inventory, finish off the last MT. Peer over the pipe and launch three good missiles at him. It looks like the search team will need another search team to find them.

Mission 2

Reattack Search Team

Client: Navis

Details: Remove search team, Destroy all MTs encountered.

Advance: 13,000C

Reward: 38,000C

Area: SW Ruga Canyon

Recommended Armaments: Starting equipment

Note

You only play this mission if you failed the first mission or quit out before your objectives were met.

Note



Do you want to face one MT or four?

The number of enemy MTs you have to fight on this mission depends on how many you left alive from the first mission. If you destroyed all but one MT, then you only face one now. If you didn't manage to kill a single member of the search team, you have a lot of well-armed enemies firing at you.

Deploy!

You start this mission on top of the canyon wall with the enemy search team moving in below you. You get a message that you haven't been spotted yet. Soon you will be spotted, so quickly back away from the ledge before you get nailed by incoming missiles.

Having the high ground over your opponents is definitely an advantage. Shoot at them from the top of the canyon, then back away when they start to return fire. Their missiles explode harmlessly on the ledge of the canyon wall. Then resume your attack.

Don't use your missiles to attack the search team. Even with a red sight lock, it would still be hard to get a direct hit. You would just end up wasting missiles. Instead, use your rifle to attack the MTs. After you destroy the last of the search team, your mission is over.



Use the canyon walls as cover to block enemy missiles.



It's hard to hit those MTs with your missiles. Use your rifle.



Mission 3

Protect Mirage Base

Client: Mirage

Details: Protect the base, shoot down all helos, defend the base.

Advance: OC

Reward: 63,000C

Area: Mirage base

Recommended Armaments: Starting equipment

Deploy!

The Mirage base is being attacked by airborne attackers. Helos speed in firing missiles to try and level the place to the ground. Your job is to stop them. Luckily you're not alone in your defense; a couple MTs are there to assist you.

The weather is dark, rainy, and gloomy, making it hard to see the helos in the sky. They appear as black dots in the distance. Use your radar to help you see where the next helo is attacking from. Also watch where your MTs are firing in order to find a target.



The MTs assisting you aren't the best help, but their gunfire can help you find your next target.



The sky is dark and gloomy, making it hard to see helos in the distance. Look at your radar to find your next target.

As you fire at the attacking helos, stay close to the center of the base. If you go chasing after one helo to the far side of the base, another one might come in and attack the other side. By the time you get back to take care of the next helo, it might have done some major damage. When the base starts to take too much damage, you get a warning.



The center of the base is a good place to set up your defenses.



If the base starts to take too much damage, you get a warning to do a better job.

Fortunately the helos don't fly in all at once. As each new helo flies in to do its damage, you can fire your missiles and take them out. After you shoot down the last one, the area is clear and the base is secure.



A couple missiles is all it takes to turn those helos into burning debris.

Mission 4

Destroy Support Supplies

Client: OAE

Details: Destroy containers. Take out as many as possible.

Advance: 27,200C

Reward: 28,400C

Area: OAE warehouse

Remarks: Destroying a sufficient number of containers entitles you to additional rewards.

Recommended Armaments: Starting equipment

Deploy!

It's time for a little house cleaning, and OAE wants you to get rid of a lot containers. What's in them? If you have your way, no one will ever know.

You start this mission at one end of the warehouse you need to clear. The timer starts ticking immediately, so work fast. Destroy the containers on the ground to the left and right of your starting location. When the ground is clear, get those containers on the first set of shelves.



Containers on the ground are easy to see and easy to destroy.



Containers on the shelves can be a little harder to see. Keep your eyes open so you don't skip any.



Enemies fire at you from the ground and the ceiling. Take them out when you get a clear shot.

As you start destroying the containers, enemies in the area start firing at you. Four stationary turrets in the ceiling fire at you from above, and mobile enemies fire at you from the ground. Don't spend too much time worrying about them because your main objective is to destroy

the containers. However, don't let them whittle away your armor. Take them out as soon as you get a clear shot.

When you get close to destroying the containers in the first half of the room, you get a message that you've destroyed enough to complete your objectives. But don't call it quits. There is still more time on the clock and more destruction to be had. Keep blowing up those containers to get a bigger bonus. When time runs out, the mission is over.



After you destroy enough containers, you get a message that you've completed the mission, but keep up the good work to earn an even better bonus.

Mission 5

Missile Performance Test

Client: Kisaragi

Details: Collect data. Evade missiles until data is collected.

Advance: 60,000C

Reward: 20,000C

Area: Training facility

Remarks: Evade a sufficient number of missiles so accurate data can be acquired. The more you avoid, the better your reward. We'll cover all your costs.

Recommended Armaments: Starting equipment

Deploy!

You find yourself in a large circular arena. You're here to help Kisaragi collect data by avoiding missiles. Since this takes place at the training facility, all your ammo and repair costs are covered.

You start in the center of the arena, and the missile launcher is on the wall directly in front of you. As soon as the mission starts, the missile launcher starts to move in a counter clockwise rotation on a track along the wall. Its speed and rate of fire remain the same throughout the mission.



The object in the distance might not look scary, but it's about to fire missiles at you.



There aren't many places to hide in this arena.

After the missile launcher starts to move, it's time for you to find some cover. The room looks wide open, but there is some cover along the outer wall. Boost your way to the left and duck behind the small walls you find. These walls help you to block incoming missiles.



Duck behind the small walls along the arena edge to get cover from those missiles.



Incoming!

The missile launcher in this test keeps moving and that means so do you. Those small walls won't protect you when the missile launcher is directly across the room from you. After missiles hit a wall near you, boost your way around the room to get behind another wall. Always try to keep one of those small walls between you and the missile launcher, which means stay close to the outer wall. Keep hiding behind your cover and it won't be long before you pass the mission.



Here, a missile connects, but it takes more than one hit for you to fail this mission.

Mission 6

Intercept Bombers

Client: Mirage

Details: Defend the base. Shoot down all enemy air units.

Advance: 0C

Reward: 66,000C

Area: Mirage Base

Recommended Armaments: Starting equipment

Deploy!

The Mirage base is under attack again from airborne attackers. This time around you have to defend the base against both bombers and helos. The combination of bombers and helos packs a lot of firepower. And just like the last time you defended the Mirage base, you have a couple MTs to assist you.

The weather is dark again, making it hard to see the helos in the sky. They appear as just black dots in the distance. But the bombers are a lot bigger so you'll have no problem seeing their hulking frames flying in. Use your radar if you need help to see where the next aircraft is attacking from. Your MTs firing at the aircraft in the sky can help you find your next target as well.



The sky is dreary and filled with enemy aircraft.

As soon as you start, look to the sky to get your first target. Clear out a couple of those helos as soon as possible. They are quick and can pester you when you try to take out the bombers. A missile or two should do the trick.



Those helos can be an a nuisance. Try to take some out at the start.

With some helos out of the way, go to work on the bombers. As they approach the base, boost toward them so you can get in a few missiles before they start to bomb. Keep up the attack as they fly overhead and then follow them to get in more shots. They don't go very far before they burst into flames. As soon as they catch on fire, start to look for your next target.



Caution

Helos like to get directly above you, making it difficult for you to get a lock on them. If this happens, concentrate on other enemies until you can boost away from them and can get a clean shot.



The bomber is huge, making it an easy target.



The bomber's payload can do a lot of damage, so take them out quickly!

As you work on defending the base, you hear a message when the base takes too much damage. Keep on firing at those bombers because their destruction is your main objective. Your mission is a success after the last one is destroyed.



Mission 7



Special Forces Removal

Client: Navis

Details: Locate special forces. Destroy all units attacking the city.

Advance: 64,000C

Reward: 122,000C

Area: Bayload City

Recommended Armaments: Missile launcher, machine guns, AC with good AP and EO

Deploy!

Up to this point you should have been able to get by with the weapons and armor you started with. But that all changes with this mission. Four well-armed special force MTs enter Bayload City and you have to stop them. It's time for a major weapons upgrade. Fast, high-powered machine guns in each hand are just what you need. Add on a core with an EO function to give you more firepower for good measure. The more firepower you have the better.

As soon as you start this mission, boost down the road in front of you. Move back and forth to avoid MT fire from behind you. Move to the very tall building down the road. Let your boost replenish, then rise to the top of it. Look up to the ceiling and you'll see a closed door. Use your boost one more time to get up there, open the door, and find a hidden AC part.



Your AC unit is ready for action!

Hidden Item



The hidden AC part is in the ceiling.

Once you have the AC part, get to work on your enemies. Activate your EO function and get ready because they'll be hot on your tail trying to put you down. You have some extreme firepower and it's time for your enemies to get served! They try to jam your equipment, so fall to the ground and boost in close. When your lock on sight turns red, squeeze the triggers on those guns. The first MT you go after might try to duck behind buildings to avoid your onslaught, so keep your finger close to the boost trigger so you can keep close. It won't take long before your first enemy falls.



There are the special forces you need to destroy.



What MT can stand up against your firepower?

As you took out the first MT, you probably took a few cheap shots to your back. Now it's payback. The next MT is probably still close by, so stay close to the building and try to find him. When you find the second MT, unload on it just like the first. Get in close and don't let up. That MT explodes just like the first.

After you defeat two of the special force units, the other two get the idea that you mean business and try to escape. As they try to make a break for it, a mysterious AC unit flies in to cut them down. Who is that?



Tip

With four enemy units patrolling this area, you need to keep close to the buildings and use them for cover.



The MTs turn into debris after you're through with them!



Who is that dark and mysterious AC unit?

Mission 8

Missile Performance Retest

Client: Kisaragi

Details: Collect data. Evade missiles until data is collected.

Advance: 60,000C

Reward: 20,000C

Area: Training Facility

Remarks: Evade a sufficient number of missiles so accurate data can be acquired. The more you avoid, the better your reward. We'll cover all your costs.

Recommended Armaments: Good boost and missile intercept system

Note

You play this mission only if you didn't succeed with the first missile performance test.

Deploy!

You're back at the training facility to help Kisaragi collect data on missile evasion again. The first time didn't go so well for you and that's why you have this second chance. Try not to blow it...again!

Once again you start in the center of the training facility and the missile launcher is on the wall directly in front of you. When the training begins, the launcher starts to move and you should too. Head for the outer wall on your left, the same direction the missile launcher is going. Use your boost to make sure you get there before it gets a shot off, then hide behind the side walls.



There's the missile launcher on the wall again.

As the launcher circles the room, it spits out missiles in your direction. They come in fast and home in on your location. A missile intercept device works great as an extension to give you some protection. Try to rely on that only when the launcher is directly across the room from you. When it's to either side, use the side walls as cover. You'll get great protection and will pass this retest with flying colors.



Those missiles still come in fast and furious.



The walls still make good cover.



Mission 9

Attack Supply Convoy

Client: OAE

Details: Destroy transports. Do not let transports bypass the region.

Advance: 30,300C

Reward: 34,500C

Area: Abax Plain Region 09

Recommended Armaments: Machine guns and an AC with EO function

Deploy!

You start this mission on a dirt hill overlooking a highway. The transports you need to take out are just passing by, so get to work.

From the very start you have targets in range. Start unloading into the first vehicle that turns your lock on red as you charge forward. It doesn't take too many shots to bust up these vehicles, so be ready to switch to a new target.



What luck! The transports are passing right in front of you.



Rush in for the kill and let your guns blaze.

As you charge in with your guns firing, the transports keep moving. Get behind them on the road and keep up the attack. Shoot everything in front of you. When the transports get a little too far ahead of you, use your boost to keep in range.



Use your boost to keep the transports in range.

at you. Take out the last transport and you successfully complete the mission.



The transport's defense is no match for you.



Don't let the transports get close to that last archway or they'll leave the region and you'll fail.



Mission 10

Remove Terrorists

Client: Crest

Details: Remove Occupiers. Destroy all units inside the factory.

Advance: 24,000C

Reward: 114,000C

Area: Crest MT Factory

Recommended Armaments: Missile launcher, machine guns, and an AC with high AP and EO function

Deploy!

Tip

This is one of the longest missions yet, with the most enemies. To succeed you have to take your time and play it safe. Rushing foolishly into areas will take away your AP and ultimately cause you to fail the mission. You face a lot of enemies during the last battle at this factory, so you want to have plenty of ammo and lots of AP to survive.

Terrorists have taken over the factory and it's up to you to take them out. From your starting location, the only way to go is through the door straight ahead with the white light above it. Open the door and step back because an enemy MT is on the opposite side. Wait for it to come to the open doorway, then blast it.



Knock, knock!



Note

The OE function on your core goes crazy trying to shoot enemies it detects in other rooms. Turn off this function when you're not in combat to avoid wasting ammo.

With the first MT down for the count, run through the room it was in. Open the door at the end and proceed up the narrow hallway. The doorway at the end leads to a long skinny room filled with terrorists. Open the door and take a peek to the left, where you find a few hovering enemies and MTs. Activate the OE function on your core and shoot the first terrorist you spot, then duck back into the hallway. Repeat this shoot-and-hide technique to get all of the enemies.



The long skinny room is buzzing with flying enemies.

Run to the end of the long skinny room and move through the door on the right. Follow the narrow hallway down until you get to a door where you can see explosions on the other side. Open the door and move to the right because three terrorists await: two on the ground and one flying. Peek through the open doorway and shoot the first enemy you see. Keep to the safety of the doorway and finish off the rest.



Doorways make good cover from incoming projectiles.



A few rounds from your guns should clean the place up nicely.

Move through that room and open the next door straight ahead. Open a door in the right wall to drop to another closed door. You're about to encounter more enemies. After you hear an explosion on the door, open it and fire on the flying terrorist inside. There's

no place to hide behind the door, so charge on in. Take out the MT and then focus on the flying enemies. After you defeat the enemies in that room, you hear them identify you as a Raven. You're almost done.



Sometimes you have to rush in to get the job done.



Terrorists are swarming this last room!

There's an open door in the far right wall. Peek into the next room from the safety of the doorway. Shoot the MTs in the distance that try to rush your doorway. Continue to shoot any other enemies that get close enough to shoot from the doorway. When no more enemies are visible, head inside.

After you enter the room, look to the right and destroy any terrorist shooting at you. A support beam in the room nearby gives you a little cover from enemies on the other side of the room. From behind the beam, shoot the enemies flying around, then go after the MTs in the back. Destroy the last terrorist to complete the mission.



Stay behind the support beam for cover.



Mission 11

Eliminate Base Attackers

Client: Mirage

Details: Defend the base. Defeat enemy AC, protect the base.

Advance: OC

Reward: 71,000C

Area: Mirage Base

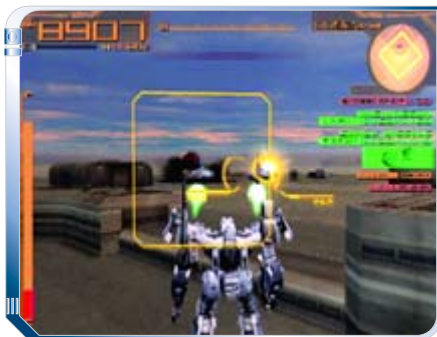
Recommended Armaments: Missile launcher, machine guns, and an AC with high AP and EO function

Deploy!

This mission is just like an arena battle. It's just you against another AC unit. One on one. Defeat him and you successfully defend the base and complete the mission.



It's a shame you have to destroy such a colorful AC unit.



Use your missiles to hit your enemy in the distance.

The enemy AC gets flown in and lands in the base you need to defend. As soon as the mission starts, activate your EO function and switch to a long-range weapon such as your missiles. Stay close to your starting location and fire when you get a red lock on.



Use the base as cover to protect yourself.

Eventually the enemy AC unit moves in for the attack. When this happens switch to your handheld weapons that are better for close combat. Use parts of the base as cover while you unload into your opponent.

This enemy AC unit likes to jump around a lot when attacking. Fortunately for you the jumps aren't too high or evasive. Keep your sight lock on him and fire away. With decent AP and all your weapons firing you'll take down this enemy without having to move too much.



Unload into your enemy when he gets close.



Mission accomplished!



Mission 12



New Bio Weapon Test

Client: Kisaragi

Details: Collect data. Destroy all the bio weapons in the lab.

Advance: 60,000C

Reward: 20,000C

Area: Bioengineering Lab

Remarks: A bio sensor is recommended to aid in target acquisition. We will cover all ammunition expenses and AC repair costs.

Recommended Armaments: Machine guns, AC with good AP and EO function, and bio sensor

Deploy!

It's time to help Kisaragi in the name of science. They want to collect data from having you destroy their bio weapons. They'll even cover your ammo and repair costs, so don't hold back.

You start this mission on one side of a very small lab. All around you are the bio weapons Kisaragi wants you to try to destroy. They look like some kind of giant parasite. They don't take too many shots to destroy, but there are a lot of them.



Whoa, these things are ugly!



There's nowhere to hide in this small lab.

As soon as the mission begins start firing your guns. Your machine guns work great in close quarters like this. As you fire, try to swarm in for the kill. When you feel them getting too close, use your boost to move left and out of harm's way. As you move to safety, keep your guns firing.



It's like shooting ugly disgusting fish in a barrel.



Use your boost to get away from danger.

It's very important to keep your distance from the bio weapons because they explode when they get near, and cause you damage. They also explode when you kill them, so try not to be too close when you do. Keep up the attack while killing from afar. After the last bio weapon is dead you complete the mission.



Let the bio weapons get too close and they blow up in your face.



Mission 13

Eliminate Navis Security

Client: OAE

Details: Remove security units. Destroy all sniper MTs along the route.

Advance: 35,400C

Reward: 109,000C

Area: Ruga Tunnel

Recommended Armaments: Machine gun, sniper rifle, missile launcher, AC with high AP, and good boost power

Deploy!

This mission starts you on a bridge high above the canyon floor and you're not alone. Enemy gun units hover in the air around you, and sniper MTs are on the bridge across the way, waiting to get a good bead on you.

Stay close to the wall near your starting location. From there, use your sniper rifle to pick off the flying gun units between you and the other bridge. As you do so, be sure to check behind you to see if any are sneaking up from that direction as well.



Those flying gun units are annoying, but they aren't your main target.

Note

You only have to destroy the enemy MTs to complete this mission. Kill the flying gun units only when they get in your way or are causing you damage.

When the coast is clear, use your boost to speed across the bridge as the snipers across the way try to shoot you. Stop behind the last wall near the next tunnel entrance. Use a combination of your missile launcher and sniper rifle to take out the enemy MTs on the other bridge. One is on the bottom section near the wall.

The other is on the top roadway not too far away from the other. After both have been put down, move into the tunnel.

Your sniper rifle and missile launcher can hit far-away targets.



Caution



Be careful not to fall down into the canyon. If you do you'll fail the mission.

At the end of the tunnel is another long bridge with more enemy fighters. As soon as you exit the tunnel, use your boost to speed to the other side where a sniper is already taking shots at you. Use your sniper rifle and missiles to blow it apart as you approach.

Get close to one of the walls on the bridge for protection while your boost recharges to full capacity. Shoot down the hovering enemy gun units while you

wait. When your boost recharges, use it to get to the other bridge. You'll take some hits but just keep going.



Boosting from bridge to bridge might seem scary, but you'll make it if you have good boost power.

Land on the opposite bridge and use your weapons to destroy the MT waiting for you. Move to the middle of the bridge and aim your sights under the bridge you just boosted from. The last MT is down there trying to take shots at you. Send some missiles and shots its way. Once it's destroyed the mission is complete.



Finish off the last of the sniper MTs under the bridge.

Mission 14

Attack MT Transport Convoy

Client: Mirage

Details: Attack convoy. Destroy all MTs in the convoy.

Advance: 15,000C

Reward: 78,000C

Area: Lectus Plain Area 04

Recommended Armaments: Machine guns, missile launcher, AC unit with good AP and EO function

Deploy!

It's time to stop that convoy. After you start, run around the dirt hill to your right. An MT is over there waiting to be destroyed. Start unloading your weapons into it as soon as you get a lock as you rush in. It doesn't take very many shots to turn it into scraps.



The MT around the corner is your first target.

As soon as you start this mission, the convoy trucks start to unload their goods. Unfortunately for you they happen to be some well-armed MTs. Loaded on the truck they can't hurt you, but once on the ground they let their guns do the talking. After you quickly deal with the first MT, set your sights on those trucks in the convoy.

Guarding close to the trucks is another MT for you to deal with. As you charge in, start shooting at whatever you get a lock on, whether it be the MTs being unloaded from the trucks or the one standing guard. Try to move in quickly before all the units have been unloaded so you have less to deal with at one time. The battle might get hot and heavy with missiles and gunfire coming in, but press the attack until everyone on the ground is destroyed.



Attack the enemies the convoy is unloading.



Try to destroy your enemies before they're all unloaded.

Once the ground is clear, take care of the annoying MTs on the plateaus behind the convoy who have been raining missiles down on you this entire time. Go around the left plateau, boost to the top, and lay into your enemy with your guns. Repeat this on the MT across the way to complete the mission.



The MTs on the cliffs above are your final targets.

Mission 15

Attack Research Facility

Client: Kisaragi

Details: Destroy equipment. Destroy all research cultivation tanks.

Advance: 38,000C

Reward: 62,000C

Area: Cultivation Plant

Remarks: A bio sensor is recommended to aid in target acquisition.

Recommended Armaments: Sniper rifle, machine gun, missile launcher, and bio sensor

Deploy!

You start this mission in a large room covered in trees. On the opposite side is an enemy AC guard. You have to take him out to get to your real targets.

Boost onto the raised area in the center of the room. From there you can get a lock on that AC unit. Your enemy is identified as Sad Smile, who is equipped with a sniper rifle. This AC unit isn't that tough. From your position on the raised area, fire your missiles and sniper rifle at your opponent. He doesn't move much and explodes not too long after the battle begins.



Get on top of that raised area.



Use your long-range weapons to take out the enemy AC.

With the coast clear, you can jump back to the ground below. The raised area you were standing on has a door you must now enter. Inside is an elevator that you can use by activating the controls with the green light on the right. Ride the elevator down and run down the orange corridor it takes you to.

The corridor leads to a circular room with doors you can open on the right and left side. You'll have to go through both eventually so just pick the right door for now. Open it up and kill the three bio weapons at the other end of the hall. Don't let them get too close because they explode.



Bio weapons are guarding the hallway.



Keep your distance from those exploding bio weapons!

With the hallway clear you can open the door at the opposite end. More bio weapons are inside that room. Stay in the safety of the hallway while you shoot the creatures in the room. When the creatures are gone enter the room and shoot the targets on the wall. After you shoot those targets you still have four more remaining.

Return to the circular room and open the door across the way. That's the door you skipped earlier. Inside you'll find the exact same setup you just came from. Kill the bio weapons then shoot the targets in the wall to complete the mission.



Shoot your targets in the walls.

Mission 16

W-Pod Performance Test

Client: USE

Details: Collect data. Destroy all autonomous weapon pods.

Advance: 60,000C

Reward: 20,000C

Area: Training Facility

Remarks: We will cover all ammunition expenses and AC repair costs.

Recommended Armaments: Sniper rifles

Deploy!

This is a very straightforward mission. The USE is going to release weapon pods into the room and you have to destroy them. And the best part about it is that they always release from the wall in front of your starting location so you don't have to move around a lot.



The weapon pods always come from the wall in front of you.

Tip

Use your radar in the screen's top right to see when more enemies are entering the area.

When the pods start to enter the room get a red lock on and fire your sniper rifle. A single shot should do the trick to take them out. After you fire, quickly pick up your next target, which won't be too far away. The pods keep streaming into the room, so keep firing.



Don't miss the pods coming from the top level.

All the pods might come from the same direction, but they are released at different levels. A bottom, middle, and top launcher send out different waves of attacking pods. The pods from the top level can be hard to see, so be sure to check that area often. With a watchful eye and a quick trigger finger you'll pass this test in no time.



A single shot turns those pods into scrap metal.

Mission 17

Eliminate VIP

Client: Mirage

Details: Destroy VIP's helo. Shoot down the helo, prevent its escape.

Advance: 20,000C

Reward: AC parts

Area: Lectus Plain Area 04

Remarks: Night vision capability is recommended for this mission.

Recommended Armaments: Missile launcher and night vision capability

Deploy!

The helo spots you and it's going to try to leave the area before you can shoot down it and the VIP inside. The VIP's identity isn't really important. Sending the helo to the ground in a twisted heap of burning metal is. Letting the VIP escape is unacceptable.



You've been spotted!

At the start of the mission, get your missiles ready because that helo is already on the move. Thanks to your night vision capability you can see it flying off in the distance. Start running toward it as you try to get a red sight lock on it. As soon as you get a lock, fire a missile.

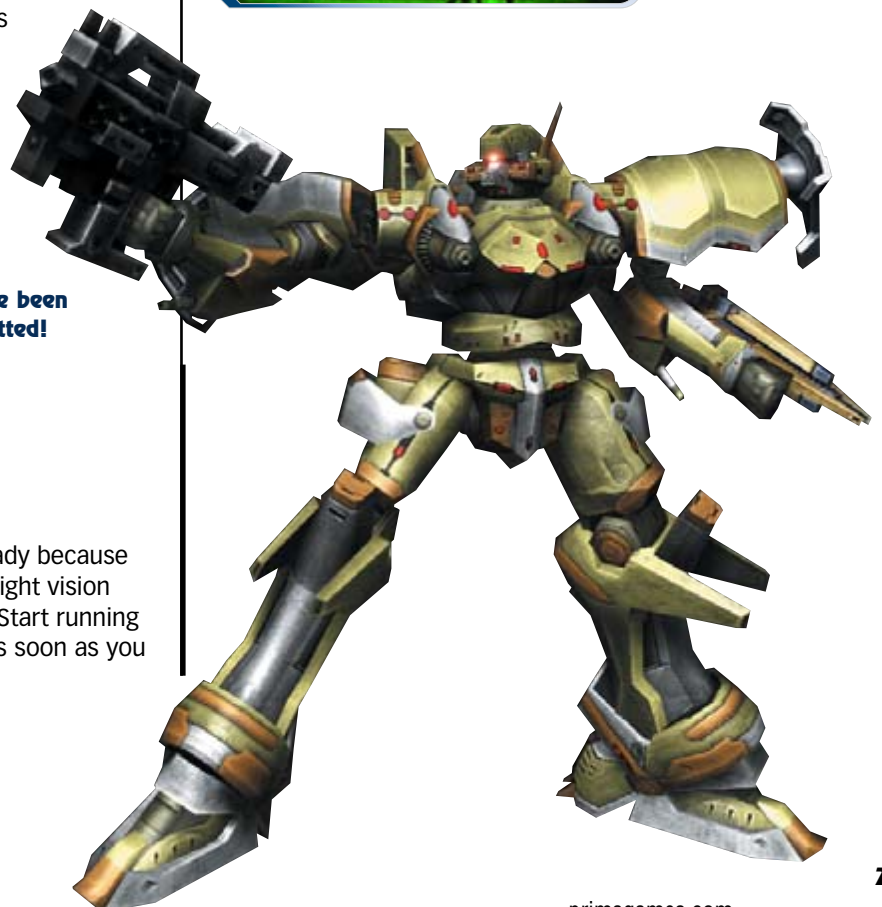
It takes more than one missile to take that thing out of the sky. Keep running after the helo to keep it in range. When you get another red sight lock fire another missile. After a couple of direct hits the helo bursts into flames and the VIP along with it.



Night vision makes it easy to see the helo in the distance.



May the VIP RIP.



Mission 18

Nighttime Combat Exercise

Client: Terrorist

Details: Combat exercise. Destroy all MTs deployed.

Advance: 60,000C

Reward: 20,000C

Area: Training Facility

Remarks: Since the exercise will be carried out under nighttime conditions, night vision capability is recommended.

Recommended Armaments: Sniper rifles, missile launcher, and night vision capability

Deploy!

You're back at the training facility, but this time the conditions are a little different. This time you're fighting enemies in the dark. Make sure you have night vision capability or you'll be in big trouble.



When you start this mission you see an enemy MT directly in front of you through the dim green light of your night vision. Use your boost to speed toward the enemy as you fire your weapons. By the time you get to its location it should be destroyed.



That MT in the distance is your first target.



Take out the other two MTs on the ground level.

Continue boosting forward until you get to the outer wall because an MT is on a ledge above the room in front of you. Once you get against the wall you're protected from its fire.

When you're against the wall and safe from the attacks from above, concentrate on clearing

out the bottom floor. Target the MT on your left and then take out the one charging in from the right. With the bottom clear you can concentrate on that last MT.

Sometimes the MT on the top ledge falls to the ground where he's an easy target, but other times you have to go to him. Use your boost to get to the square ledge floating near the enemy MT's location. From there, boost to the ledge where your enemy is waiting. Once you get in range and have a sight lock, start firing. That last MT is no match for you.



Use your boost to get to the top ledge where the last MT is waiting.

Mission 19

Training Exercise vs AC

Client: Crest

Details: Training exercise. Engage AC, help with data collection.

Advance: 98,000C

Reward: 128,000C

Area: Training Facility

Remarks: We will cover all ammunition expenses and AC repair costs.

Recommended Armaments: Strong boost and an AC with high AP

Deploy!

Welcome to the training exercise vs AC. Today you'll be going up against Genobee. Sorry to disappoint you, but he will be doing the training not you. You're just the poor target. Try not to be an easy one.



As soon as the mission starts, your opponent starts his training. And that means he starts to rock you with his weapons. You don't want to be anyone's punching bag so boost yourself to the left until you get close to the outer wall. When you get there, use your boost again to get to the ledge above.



Genobee is a tough customer.



Quickly boost to the upper ledge to get out of harm's way.

Get close to the wall on the upper ledge and out of the line of fire. Your opponent stays down on the lower level, only occasionally jumping up to take a few shots at you. Your job is to wait him out and avoid getting hit. After a minute or two, Genobee thanks you for the workout and the mission is a success.



Genobee shows his face once in a while, but patience will win it for you.



Mission 20



Attack Power Plant

Client: Terrorist

Details: Destroy equipment. Destroy all electrical transfer pipes.

Advance: 20,000C

Reward: 80,000C

Area: Corona Power Plant

Remarks: Generators in the plant create a lot of signal interference. Make sure your AC has good ECM counter performance.

Recommended Armaments: Head unit, FCS, and radar with high ECM counter, and sniper rifles

Deploy!

It's time to do some dirty work. Open the door in front of you to see a long hallway filled with gun turrets on both walls and along the ceiling. Step to the side and try to get a sight lock on them. With all the interference, it might take a shot from the turret to give you a good lock on it. Move your sights from turret to turret until they are all destroyed.

Before you go jumping down into the hallway, first move to the edge of the doorway. Below is an enemy gun unit waiting to shoot you from behind. You can lean over the edge just enough to get some good shots in. Once that enemy is dead, the area is clear.



The long hallway has lots of gun turrets firing at you.

Halfway down the hallway you can open a door in the right wall. Follow the hallway beyond and shoot the wall turrets along the way. Shoot the enemy gun unit on the ground when the hallway turns right. Follow the hall, taking out more wall turrets and gun units along the way. Open

the door at the end and shoot the wall turret across the way. Four of the electrical pipes you need to destroy for this mission are in the corners of this room.



Watch your step. Wall turrets and ground gun units are around every corner.



Those are your targets. A few shots should take them out.

Follow the curvy passageway back to the main hallway you came from. Follow the path to the right and open the door at the end. There you find another curvy passageway that's free of enemies. Follow it until you can open the door at the end.

This new hallway looks just like the one you came from, complete with wall turrets and enemy ground gun units. Stay in the cover of the hallway until you get a sight lock on an enemy. Then you can pop out and destroy them before returning to safety. Do this until the wall turrets are gone. Don't forget to take out the enemy that will be right below the doorway before you go running down the hall.

When the coast is clear, make your way halfway down the hall and enter the door on the left. The same enemies are on the walls and on the ground in this hallway as before. Take them out as you run down the hall. At the end is another room filled with the equipment you were sent in to destroy. A shot at each accomplishes your objectives.



Get a good sight lock before you expose yourself to take your shot.

Mission 21

W-Pod Performance Retest

Client: USE
Details: Collect data. Destroy all autonomous weapon pods.
Advance: 60,000C
Reward: 20,000C
Area: Training Facility
Remarks: We will cover all ammunition expenses and AC repair costs.

Recommended Armaments: Sniper rifles

Note

You only get this mission if you failed to complete it the first time.

Deploy!

Here you are back in the training facility. You failed to get the USE the data it needed previously, so you're back to try it again. At least this time you should know what to expect. Don't fail USE again.

Once again weapon pods are released into the room. You have to destroy them before they destroy you. These pods deploy just as before: They always release from the wall in front of your starting location, they travel slowly, and they have a weapon to shoot you with.



The weapon pods are about to be released from the wall in front of you.

After the mission begins, the pods slowly start to be released into the room. They enter through holes in the room's bottom, middle, and top. As you shoot the pods always look up to make sure none are trying to sneak by over your head.

Fire at the pods with your sniper rifles. The weapon pods are pretty weak and it only takes a shot or two for them to burst into flames. A lot of pods will be released into the room so you shouldn't have a problem finding a target. After the last pod is destroyed you successfully complete the mission.



So many pods to choose from.



A shot or two takes those pods down.

Mission 22

Capture Filtration Plant

Client: Mirage

Details: Remove defense units. Destroy all defense units in the plant.

Advance: 72,000C

Reward: 144,000C

Area: Filtration Plant

Recommended Armaments: Sniper rifle, machine gun, AC with high AP and EO function

Deploy!

Open the door you start behind and get ready for the fireworks. Gun turrets cover the ledges to the top of the room in the next area. Look up and shoot the turrets above you, then get the turrets to the left and right. Keep your eyes to the ceiling as you walk around the room to shoot any more turrets that you find.



Gun turrets are everywhere!

When the coast is clear, use your boost to get to the lowest ledge. Use it again to get to the next closest ledge. Above that ledge is an alcove in the wall. Boost up and into the alcove and quickly destroy the enemy inside. There's one more enemy to go. Use your boost to

get to the very top ledge and the alcove above that to get your enemy.



A good boost comes in handy for this level.

Once the inside room is clear you get company outside. Two ACs are flown in to investigate what you're doing. Run through the door you used to get into the vertical room and climb the ramps to get to the surface. Open the door at the top, and wait there. Let one of the AC units come to you. There's no reason to fly out into the open and have to fight two at once.



Those enemies can't hide forever in those alcoves.

Once the AC unit drops to the lower area where you've been waiting, start shooting. That unit has a lot of firepower, but doesn't do a whole lot of moving. Keep your guns blazing and your sight lock on him to turn the AC into scrap metal. As soon as the first AC unit falls, the second makes a hasty retreat and the mission is a success.



That AC might be tough, but you're tougher.

Mission 23

New MT Performance Test

Client: Crest
Details: Collect Data. Destroy all new model MTs deployed.
Advance: 60,000C
Reward: 20,000C
Area: Training Facility
Remarks: We will cover all ammunition expenses and AC repair costs.

Recommended Armaments: Good boost, sniper rifle, machine gun, and missile launcher

Deploy!

Crest has some new MTs they want to try out on you in the training facility. These might be new models of MTs that pack more firepower, but they are still MTs. With your superior AP and weapons, your opponents are no match for you.



Bring on the new MTs!

You start this mission near the center of the training facility with no enemies in sight. As soon as you get control of your AC unit, boost forward and up to get to the upper ledge. As you travel, you're sure to get hit by enemy fire but just keep going. From the safety of the ledge above you can work on your attack plan.

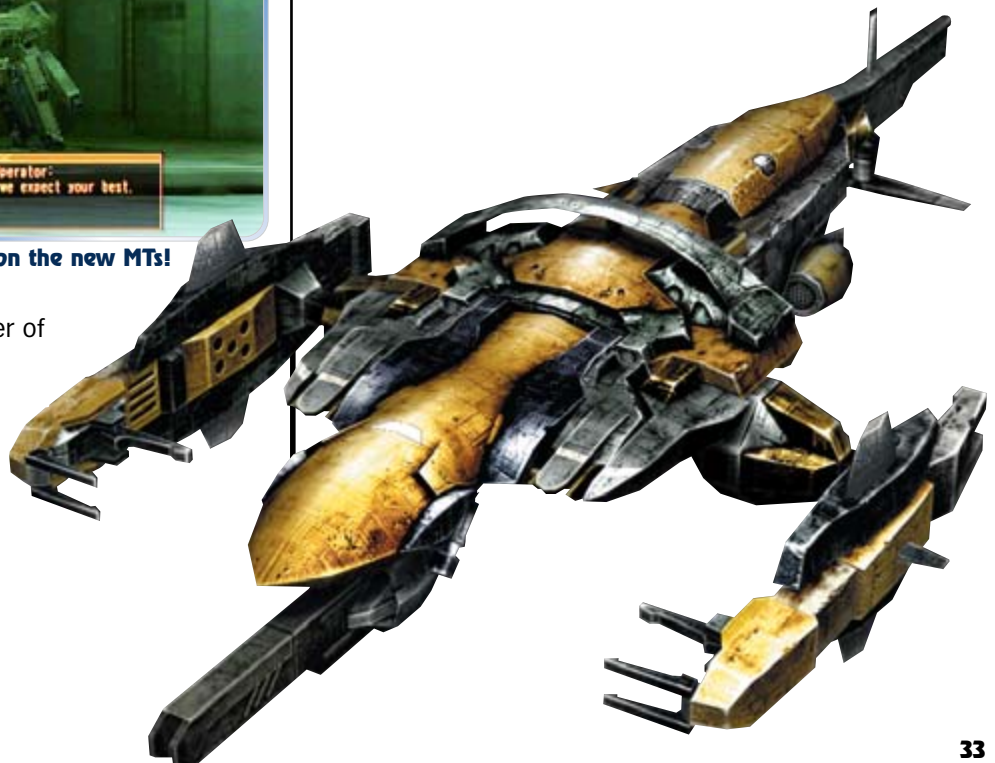
Use your radar and sight lock to find the three improved MTs on the ground below. Peer over the ledge when you can get a shot on one without taking fire from the others. Take each MT down the same away until all three are scraps.



The ledge in front of you is where you'll attack from.



Fire on the MTs below when you have a clean and safe shot.



Mission 24

Remove City Intruders

Client: Navis

Details: Remove intruders. Destroy all units in the invasion force.

Advance: 34,000C

Reward: 68,000C

Area: Bayload City

Remarks: The city is blacked out. Night vision capability recommended.

Recommended Armaments: Sniper rifle, machine gun, missile launcher, and night vision capability

Deploy!

Enemy MTs are invading the city, and you've been hired to stop them. Your enemies are scattered across the darkened city, both on the ground and on the rooftops. There might be a lot of these things, but they're just MTs so you won't have that hard of a time defeating them.



Your first MT attacker comes around the corner of the building to meet its doom.

After the mission begins, get close to the building in front of you. Two enemy MTs charge your location, first from the left and then the right. Take them out with your close-combat weapons.

From your safe location behind the building, check the rooftops all around you for more enemies that you can hit. Your radar helps you find those MTs that you can't see. Move your sight lock around to pick up new targets. When you find an MT to strike, get a red sight lock and fire away. Be sure to fire from a safe location when other MTs won't be able to hit you while you're preoccupied.



Some MTs try to snipe you from the rooftops.

Tip

MTs on the rooftops can be harder to hit. If they aren't standing close to the edge, your missiles could end up harmlessly hitting the building instead of them. If you see this happening, use your boost to get some height then fire again when you have a red sight lock. Then you should be able to hit them just fine.



After you clear out the area around your starting location, it's time to get a better view of the city. Use your boost to get to the top of a nearby building. From the rooftops you can use your map and sight locks to pick off the rest of the invaders. Move from rooftop to rooftop to get closer to enemies that are blocked by other buildings or that are out of range. After the last MT is destroyed you complete your objectives.



The rooftops give you a good view of the city and your enemies.

Mission 25

Defend Mirage Transport

Client: Mirage
Details: Defend transport. Protect the transport from attacks.
Advance: 22,000C
Reward: 102,000C
Area: MT Transport Plane
Remarks: Destruction of the cargo will reduce your reward.
 Don't hit the hatch release controls.

Recommended Armaments: Sniper rifles and an AC with high AP

Deploy!

This mission is tough. Not only are you fighting in cramped quarters, but you also need to be careful not to destroy the fragile cargo hanging from the ceiling. And to make matters worse, you'll find it hard to get a lock on a target with all the interference. Stay sharp to succeed on this mission.

As soon as the mission begins, boost to the other side of the cargo plane and shoot the pile of stuff in the left corner. Once it explodes you can pick up the hidden AC piece underneath. Once the item is in your inventory, run to the center of the plane and get ready for the attack.

Hidden Item



Destroy the pile of supplies in the corner to get the hidden AC piece.



There's not much room to maneuver in here.

Floating gun units start to enter the area through some holes in the side of the aircraft. You have to check the left, right, and center to see if any are around. With the interference, you'll hardly ever get a lock on your target. Instead you have to try to line up your shots on your own.

Caution

Be careful around that cargo! The more cargo that gets destroyed, the less money you make.



As you shoot at your enemies, remember to stay at the aircraft's center. Pieces of the floor can fall away and send you free falling. Being at the center of the craft prevents you from falling to your death and gives you a better shot at your enemies, whether they're to the left or right. Keep taking out your enemies until you make it far enough and the mission is complete.



More enemies come in through the holes in the wall.

Mission 26

New MT Performance Retest

Client: Crest

Details: Collect data. Destroy all new model MTs deployed.

Advance: 60,000C

Reward: 20,000C

Area: Training Facility

Remarks: We will cover all ammunition expenses and AC repair costs.

Recommended Armaments: Laser cannon, missile launcher, and good boost



Deploy!



These new MTs are tough, but not fast.

Crest keeps improving those MTs. One of these days they might actually be able to build one that can stop you. Too bad for them that's not today. Those MTs might have devastating firepower and lots of AP, but you have maneuverability that they can't match.

As soon as the match starts, turn around and boost to the ledge above the facility floor. The MTs are close to that side of the arena so their blasts will hit the ledge and they won't get any direct hits. You might take some minor splash damage, but it's better than a direct hit.

With the help of your radar and sight lock, find a target. Peak out over the ledge and blast an MT with your shoulder fired laser cannon. With such a powerful hit, even the strong MTs won't last long. Pick them off one by one while using the ledge as cover. After the last MT is gone, your mission is over.



Quickly boost to the ledge behind you.



A powerful weapon such as the laser cannon makes short work of these enemies.

Mission 27

Destroy Kisaragi Force

Client: Navis

Details: Destroy invading force. Destroy all helos guarding the boats.

Advance: 31,000C

Reward: 72,000C

Area: Koilos Lake

Recommended Armaments: Sniper rifle, missile launcher, AC with high AP

Deploy!

You're deployed on a platform above the lake. You've been employed by Navis to fight off the Kisaragi force, which has some gunners in the distance and helos that fly in overhead. There's not much room to move around, so make sure you have some good AP and take out your enemies quickly.



Your small platform doesn't leave many places to hide.

Caution

The water might look like a tempting swim, but it's a sure failure if you fall in.



As soon as the mission starts, you're fired on immediately. Ignore the helos that swarm in to begin with because the two gunners in the distance are your first target. You'll find your two targets to the left and right on the horizon in the distance. A combination of missiles and sniper shots take them out quickly.



With the heavy guns gone, concentrate on the helos that have been pestering you. Use your missiles to hit the ones in the distance, but when they fly in close you have to switch to your guns so you can get your shots off. After the last helo is down, you complete the mission and the Kisaragi force is defeated.



Mission 28

Protect Fuel Depot

Client: Crest

Details: Protect the facility. Destroy all enemies, protect fuel tanks.

Advance: 45,000C

Reward: 68,000C

Area: Crest Fuel Depot

Remarks: Destruction of fuel tanks will reduce your reward.

Recommended Armaments: Sniper rifle, lightweight AC, and good boost

Deploy!

You start this mission in the center of a fuel yard with your enemies already starting their attack. Up ahead in the distance are your first targets. Run toward them and fire your sniper rifle to destroy each one with one shot. You need to hurry so they don't move around a fuel tank to block your shot.



The first set of attackers is straight ahead!



Destroy those little buggers before they do any real damage.

the enemies attacking the fuel supplies there near the outside of the depot.

Put on your boost and keep going to the opposite end of the base, where you'll find the last wave of attackers. Move around the fuel tanks to find your targets and line up a good shot. Once all the attackers are gone the mission is a success.



More attackers are trying to destroy the fuel supplies.



Caution

If you don't work fast enough in getting rid of those attackers, you'll lose the fuel tanks.



Mission 29

New ECM Performance Test

Client: Mirage
Details: Collect data. Destroy all MT units deployed.
Advance: 60,000C
Reward: 20,000C
Area: Training Facility
Remarks: We're testing a new ECM model. Make sure your AC has good ECM countering performance. We'll cover all ammunition expenses and AC repair costs.

Recommended Armaments: Sniper rifle, missile launcher, and good ECM counters

Deploy!

Before Mirage throws you into the real test to collect data, they want to see how well you do against one MT. This isn't really a fair fight. As soon as the battle begins, unload your weapons on the target in front of you. It explodes without much effort.



Your first target is just a test to see how well you do.

After you take out the first MT, the testers think you are ready to begin the real test. This little delay makes a great opportunity for you to boost safely to the ledge behind you. From there, wait for your first target to appear.

In the distance directly ahead of you, your first target rises to the arena floor. Keep your sights on it while you try to get a lock through the ECM interference. As soon as the sight lock turns red, fire away and take it out.



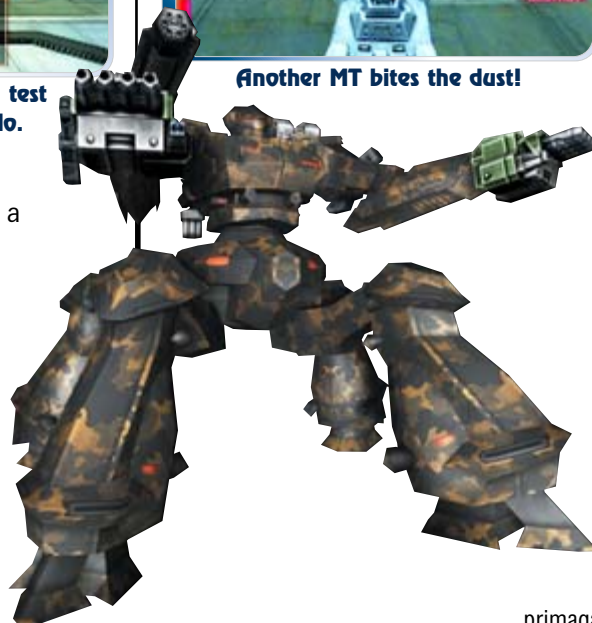
These ECM models make it hard to get a red sight lock.

Staying on the ledges above the arena protects you while you find a target.



Another MT bites the dust!

More of these MTs come to the arena floor. Take them out like the first. If they fire at you while you're trying to get your shot, just back up and the ledge should take the hit. After the last MT falls the mission is complete.



Mission 30

Living Organism Removal

Client: Mirage

Details: Remove organisms. Destroy all bio weapons in the plant.

Advance: 24,000C

Reward: 93,000C

Area: Filtration Plant

Remarks: A bio sensor is recommended to aid in target acquisition.

Recommended Armaments: Grenade launcher, good boost, and bio sensor

Deploy!

Mirage seems to have a bug problem. A very big bug problem. Mirage's filtration plant is being overrun by a lot of bio weapons, and they need you to help fix it. You've dealt with these things before, so you know what you're in for.



You're surrounded!

As soon as you start the mission, you see a lot of the bio weapons around you. And it doesn't take long for one to blow itself up, causing you damage. Use your boost to get out of the way and up to the first ledge. From there you can fire on the creatures below, blowing them up.

As you fire on the creatures, also keep your eye to the ceiling and walls above you. More and more bio weapons come streaming into the place, and can land right next to you. If you see them coming out of the wall, try to shoot them and definitely take them out if they land on your ledge.



Don't get too close because those things explode.



Bugs are falling from the sky.



Fight them from high ground.

Bio weapons instinctively try to go after you. This draws them under the ledge you're standing on, making them impossible to hit. When you can't find a target on the ground below, boost to the other side of the room. You can shoot a number of the creatures as they approach, but when they get too close, you can return to the ledge. Repeat this process until all the bio weapons have been cleared out.

Mission 31

Attack OAE Expedition

Client: Navis

Details: Destroy OAE's forces. Destroy the monorail, prevent its escape.

Advance: 18,000C

Reward: 78,000C

Area: Ruga Tunnel

Recommended Armaments: Lightweight AC, great boost, and machine guns

Deploy!

The tracks on the other side of the canyon have the monorail carrying OAE's forces. That's the monorail you've been hired to destroy. You're not going to accomplish anything just standing around, so get moving.

As soon as the mission starts, turn right and kick on your boost. Follow the road as it leads into a tunnel under the mountain. As you approach the exit of the tunnel your boost is really low. Run the last stretch and let your boost recharge, because you're going to need it.

As soon as you make it back to daylight and you have some boost back, it's time for some traveling. Use your boost and fly across the gorge to the road on the other side with the monorail underneath. Run down the road to the right toward the next cliff. Quickly take out a couple of those



That's a long way between you and the bridge the train is on.

enemies on the road as you go. Use your boost to get to the next tunnel entrance where you can pick up a hidden sniper rifle for your AC.

Tip

Quickly take out at least two of those enemies on the bridge. If you leave more than that they will pound you with heavy firepower, almost certainly causing you to fail.



Hidden Item



Get the AC part hidden at the end of the road.

Once you have the AC part in your inventory, it's time to destroy that monorail. Jump over the side of the road and use your boost to get to the track directly underneath. The monorail should be passing by about that time, so open fire. A few shots and it's history.



Shoot the train before it gets away!

Mission 32

Attack Mirage Transports

Client: Navis

Details: Intercept transports. Shoot down the transport planes.

Advance: 25,000C

Reward: 0C

Area: Bayload City Rooftop

Remarks: Your reward will be based on the number of transports destroyed.

Recommended Armaments: AC with very high AP, laser cannons for each shoulder, and dual sniper rifles

Note

Make sure you have weapons that can hold plenty of ammo because there are a lot of targets to shoot down.

Deploy!

This mission is a slugfest where you need patience, a lot of AP, and some high-powered, long-range weapons. Navis wants you to intercept the Mirage transports that will fly by. There are a lot of them, and they are heavily armed.

You start this mission looking to the sky ahead. That's where the transports you're waiting for will come from. Move forward until you get to the wall because this area grants you a little cover from the enemy fire. Your high AP will do the trick, but the fewer hits you take, the less you have to pay in repair costs.



Here they come!

It won't take long until you see the first plane on the horizon. Put the sight lock on the approaching plane and wait for a red target. As soon as you get a lock, fire a laser cannon blast from one arm, along with a sniper shot from the other. This dual hit

should be more than enough to knock it out of the sky. When a plane tilts to the side you know it's out of commission and you can target the next one.

The planes approach in waves of three. Target the closest one first. After you hit it and it starts to tilt, you can move on to the next. As you attack the planes you are bombarded by missiles. Your high AP is more than enough to withstand their attack. Keep shooting until the skies are clear and every last transport plane is burning wreckage. Mission complete.



Those planes hit hard, but you have some high AP.



When the plane starts to tilt to the side you know it's done for.

Mission 33

ECM Missile Test

Client: Kisaragi

Details: Collect data. Evade missiles until data is collected.

Advance: 60,000C

Reward: 20,000C

Area: Training Facility

Remarks: Evade a sufficient number of missiles so accurate data can be acquired. The more you avoid, the better your reward. We'll cover all your costs.

Recommended Armaments: A good missile intercept system and an AC with good AP

Deploy!

You always seem to help out Kisaragi in the training facility and they always seem to want to fire missiles at you. I guess that's what you get for being a good Samaritan. You've done this kind of test before, so there shouldn't be any real surprises here.

You start this mission standing close to the center of the facility. Ahead of you on the wall are multiple missile launchers. It's your job to try to avoid the nasty little things they spit at you. All the missile launchers fire multiple missiles at you, making them hard to avoid.



There are a lot of missile launchers in this test.

As soon as the mission begins, boost to the side of the arena. The beams on the outer wall give you some good protection from those missiles. Watch to see where the missile launchers are heading, then move to one

of the side walls to block the missiles they send in. Move back and forth to a side wall as needed and always keep your back to the outer wall. A good missile intercept system helps take out the first few incoming missiles while you duck behind a wall for cover. Avoid enough missiles and you pass the test.



So many missiles, so few places to hide.



The outer walls offer some relief from the bombardment.



Mission 34

Destroy Armored Monorails

Client: OAE

Details: Remove defense units. Destroy all armored monorails.

Advance: 45,800C

Reward: 142,500C

Area: Ruga Tunnel

Recommended Armaments: Laser cannons, dual sniper rifles, AC with good AP, and good boost capability

Deploy!

You start this mission on tracks high above the canyon floor. Your objective is to destroy the armored monorails and remove the defensive units guarding it. The monorails aren't moving this time, so there's no need to rush and do something foolish. Don't fall off the tracks and plummet to the floor below or you fail the mission.

The armored monorails are on the bridge across the way. Before you can think about them you have to get rid of the enemies on your own side. Use your sniper rifle and laser cannons to make quick work of them.



Those tanks want a piece of you.

Use your boost to travel to the other bridge. Once you land you'll have more enemies to take care of. They go down easily with a couple shots from your laser cannon and sniper rifle. Now look under the bridge you just came from and destroy the MT over there trying to shoot you.



You need a good boost to get from bridge to bridge.



Those armored monorails have some heavy firepower. Try to take them out quickly.

Now it's time to get the first armored monorail. Boost over the edge of the bridge and get onto the tracks below. The first two monorails are sticking out of the tunnel. Use your laser cannon and sniper rifles to hit it from a distance. Use the gray center beam as cover when the monorails return fire. Try to stand on the

light gray beams on the floor because the dark ones can get blown away.

After those two monorails are destroyed, move past them into the tunnel beyond. Follow the tracks up a small incline and stop near the top. In the distance you can get a target on the next two monorails. Use the laser cannons to hit them from long range. Your distance and position on the hill make it almost impossible for them to harm you. After they've been blown apart, the mission is over.



Your final targets are farther down the tracks, but with your long-ranged weapons you can hit them from the relative safety of the tunnel.

Mission 35

Hold Tunnel Defense Line

Client: Navis

Details: Destroy Invaders. Defeat all terrorists, hold the defense line.

Advance: 28,000C

Reward: 77,000C

Area: Utility tunnel

Remarks: Night vision capability is recommended for this mission.

Recommended Armaments: Laser cannons for each shoulder, dual sniper rifles, and night vision capability



Deploy!

It's time to get down and dirty. And there's no better place to do it than in the dark sewers beneath the city. Those crafty terrorists are trying to infiltrate the city by that route and you're being paid to stop them.

You start the mission in a long, narrow sewer passage. It is really dark down there, but thanks to your night vision you can make out enemies in the distance. These enemies walk on the walls and ceiling and in the water, so be prepared to have your targets all over the place.



At first the sewers seem peaceful...

As soon as you get a red sight lock, start firing and don't stop. There are so many enemies coming at you that as soon as one is destroyed you instantly target another. Keep the defense going and don't let them get close. After all the terrorist intruders in the sewers have been destroyed, your mission is complete.



...but all the targets in the distance tell a different story.]



Another terrorist bites the dust.

Mission 36

Stop Crest Invasion Force

Client: Mirage

Details: Defend HQ buildings. Defeat all MTs, protect the base.

Advance: 62,000C

Reward: 150,000C

Area: Mirage Base

Recommended Armaments: Laser cannons, dual sniper rifles, and heavy AC unit

Deploy!

The cutscene before this mission shows your buddies getting wiped out upon the enemies' arrival. That means you're going to have to do this alone. With a lot of AP and some big guns it should be no problem.

When the mission starts you have some enemy MTs right in front of you. Use the laser canon and sniper rifles to cut them down to size. All it takes are a couple of shots to do the trick. As soon as one falls, move on to the next. Use your radar to help you find your next target. Be careful that the HQ buildings next to you don't get damaged.



Get those MTs attacking the base.



Defend the HQ with your life.

As you destroy the MTs, more and more are flown in. Keep pumping the triggers and take them out. Stay close to the center near the HQ. Your job is to defend those buildings and having them turned into rubble won't be good.

Keep destroying the MTs until the last one falls. As soon as that happens an enemy AC flies in, meaning Crest is really serious about this. That AC must be stopped and you have the heavy AP and guns to do it. Your opponent jumps around trying to lure you into taking a bad shot. Wait until you have a red sight lock and blast away. Remember to steer clear of the HQ so it doesn't take any unnecessary damage. After your enemy takes some good hits, it flies off and the mission is a success.



Your high-powered weapons are no match for even these MTs.



Take out the rogue AC for breaking the rules.

Mission 37

ECM Missile Retest

Client: Kisaragi

Details: Collect data. Evade missiles until data is collected.

Advance: 60,000C

Reward: 20,000C

Area: Training Facility

Remarks: Evade a sufficient number of missiles so accurate data can be acquired. The more you avoid, the better your reward. We'll cover all your costs.

Recommended Armaments: A good missile intercept system and an AC with good AP

Note

You perform this retest only if you failed the test the first time.

Deploy!

If you're playing this mission, then it means you failed it the first time. At least Kisaragi is giving you a second chance. They must really need the test results. Don't let them down again.

You start in the training facility staring down the missile launchers on the wall. There are multiple launchers and each one fires a lot of missiles each time. You must have skill, quickness, some cover, and a good missile intercept system to do well.



The missile launchers are lined up on the wall in the distance.

When the test begins, race to the outer wall on your left. Get behind the side walls and wait for the first set of missiles to come in. Missiles coming in from the sides will hit the small walls, but missiles coming from the opposite side of the training facility are a different problem. Your missile defense should take care of some of them, but others will get by. When these missiles come in, boost up to get behind the missile launcher tracks. The missiles should detonate there and leave you free from taking a direct hit. Stay alive and avoid enough missiles and you finally pass the test.



Here come the missiles!



The wall makes for some great cover.



Mission 38

New AC Performance Test

Client: Kisaragi

Details: Collect data. Defeat the new model AC.

Advance: 60,000C

Reward: 20,000C

Area: Training Facility

Remarks: We will cover all ammunition expenses and AC repair costs.

Recommended Armaments: Laser cannons, dual sniper rifles, and a heavy AC unit

Deploy!

So Kisaragi wants to try out the new AC on you. I guess if they want to make one good it has to be tested against the best. Bring out a heavy AC with lots of firepower to give it a nice welcome party.



That might be a new AC, but is it improved?

As soon as the training begins, your opponent is off. He is fast and agile and can cover a lot of space very quickly. This makes him very difficult to target. Just keep your sights on him and wait until he slows down or stops. When your sight lock turns red, take your shots.

As the new AC moves about the room, it can stay behind the poles to get itself some cover. This can make it even more difficult to get in some good shots. Move yourself around and just keep your target in its direction. Eventually he'll show his face again and you'll get your chance to blast him. Keep up the firepower and your new AC opponent falls just like the others.



This new AC is one fast character and you might find it hard to get a lock on it.



That AC uses the poles in the room as cover.

That new AC was good, but you're better.



Mission 39

Safeguard Escape Route

Client: Navis

Details: Defend escaping convoy. Prevent destruction of escaping convoy.

Advance: 42,000C

Reward: 48,000C

Area: Bayload City Suburb

Remarks: Your reward will be based on the number of vehicles that escape destruction.

Recommended Armaments: Laser cannons and dual sniper rifles

Deploy!

It's a daring late night escape for the supporters of Navis. As they try to flee, enemy MTs are there to create more casualties. You've been hired to stop them and ensure the convoy's safety.

As the mission starts, the convoy is speeding by when the MTs attack. The first two MTs are nearby on the same side of the road as you. Use your laser cannon and sniper rifles to bust them open. Another MT is directly across the road from your starting location. Destroy it before it takes out any members of your convoy.



Get those MTs firing at your convoy.



Go cars, go!

Before you go running down the road with your convoy, quickly go to the archway near your starting location. A yellow vehicle from the convoy was overturned during the cutscene before the mission. Shooting it causes it to explode, revealing a hidden AC part for you to grab.

Hidden Item



Destroy the yellow vehicle to the left of the first archway to find the hidden energy blade Raijin.

Once you have the part in your inventory, race down the road in the direction the convoy headed. On a hill in the distance, an MT tries to take out your convoy's lead vehicles. Use your long-range weapons to drop him as you speed in that direction. One more MT is across the road behind another hill. Blast him to ensure the success of the mission and the safety of the convoy.



Take out those enemies in the distance before they do any real damage to the convoy.



Mission 40

Destroy Crest Exclusive AC

Client: Mirage

Details: Destroy AC target. Defeat AC with company exclusive contract.

Advance: 100,000C

Reward: 160,000C

Area: Bayload City Rooftop

Recommended Armaments: Laser cannons, rocket launcher, and an AC with high AP

Deploy!

If there's one thing a Raven AC shouldn't do, it's go solo and work for another company. That's one of the first rules you learn being a Raven. This AC unit must have forgotten that rule. It's time to teach Agraya what happens when you break the rules.



Agraya broke the rules by working directly with another company.

When the mission begins Agraya is standing directly in front of you. Start firing your laser cannon and rockets at her. You can get in a few shots before she takes off. She'll try to get around you, so quickly follow her with your sights. She can be very fast, but then she'll have moments of rest where she pauses. That is the perfect time to unload your weapons.



That AC can move pretty fast, but when she stops she is an open target.

As you fight and move around the area, Agraya throws everything she's got at you. With your heavy AC unit you can take the punishment as well as dish it out. Keep to the higher ground and fire down on her. She doesn't have that heavy an AC unit and she'll be destroyed quickly with enough direct hits. As she dies she apologizes to the AC unit Genobee.



Stay on the raised part of the rooftop and fire down on Agraya.



What does her failure mean to you and Genobee?



Mission 41

Attack Navis's Mine

Client: Mirage

Details: Remove defense forces. Destroy all targets in the operation area.

Advance: 82,000C

Reward: 148,000C

Area: Borbos Mine

Recommended Armaments: Laser cannons, sniper rifles, and an AC with high AP

Deploy!

On this mission you're attacking Navis's mine. You must destroy the defense forces in the area. With a heavy AC and strong weapons, this shouldn't be a problem.

The first enemies you encounter are floating gun units. These floating enemies are all over the sky. Use your sniper rifle to take out all the enemies you can get a clear shot at in the distance. Unless they use a little boost to get out of the way they should explode after one shot.



Those floating gun units are everywhere.



One shot, one kill, unless they do a quick move to get out of the way.

Once the enemies in the distance are taken care of you can deal with some more of the annoying things overhead. It's hard to see them or get a lock on them so you'll have to move a bit. Once you do finally get a red sight lock on them, blast away.



That AC wants a piece of you.



Battle Pin Fire in the lower level where he'll find it hard to move around.

After you take out most of your floating enemies, an AC enters the area to challenge you. He's a nasty-looking AC named Pin Fire. Move to the lower level at the center of the mining facility and Pin Fire follows you there. Your opponent likes to move around a lot, causing him to run into the walls of the lower level. That is the best time to fire at him with your laser cannon and sniper rifle. Avoid getting too close because his weapons can do some damage. After he falls, destroy any more enemies in the area to complete the mission.



Mission 42

Destroy City Defense Force

Client: Kisaragi

Details: Remove defense forces. Destroy all targets in the operation area.

Advance: AC Parts

Reward: 82,000C

Area: Utility Tunnel

Remarks: Use night vision capability to steer clear of mines deployed in the operation area.

Recommended Armaments: Laser cannons, sniper rifles, and night vision capability

Deploy!

You're back in the dark gloomy tunnel again and you have multiple enemies in the distance. The difference this time is that you're the attacker with orders to take out their defenses. Not only do they have gunners in the distance, but they also have planted mines all over the place. Be careful!

You start the mission in a long dark tunnel filled with mines. Good thing you have night vision capability or you'd step on them and do some damage. Get on the left walkway out of the water and move forward. Watch the ground for mines and shoot them when you get close.



Your enemies are at the end of this gloomy tunnel.

As you move along the pathway, the side of the tunnel can partially block the way. Use your boost to get over the obstruction to continue. Don't go in the water or you risk hitting an unseen mine. Stick to the pathway and you'll be safe.



Shoot the mines to get rid of them.



Caution

The water is dark and murky. You can't see the mines hidden there. Avoid the water.

As you get farther into the tunnel, your sight lock picks up enemies in the distance. You can't see them, but you'll know that they are there. Use your laser cannons and sniper rifles to blast them before they can shoot you. If your weapons have a long enough range, you should be able to hit them without even taking any fire. After your last opponent falls you complete the mission.



Use your boost to get around the side poles when your path is obstructed.



You might not be able to physically see your enemies, but you know when they're destroyed.

Mission 43

New AC Performance Retest

Client: Kisaragi

Details: Collect data. Defeat the new model AC.

Advance: 60,000C

Reward: 20,000C

Area: Training Facility

Remarks: We will cover all ammunition expenses and AC repair costs.

Recommended Armaments: Laser cannons, sniper rifles, and an AC with high AP

Deploy!

Kisaragi made some changes to the last AC you destroyed for them, and they want to see how this new one fares. It rises up from the arena floor, still missing its traditional arms. Instead it has weapons attached to the core in their place. It's the same design as before, but these weapons look stronger.

The mission starts with you and your opponent face to face. Start firing so that you get the first shot in as soon as the match begins. This new AC tries to avoid your fire by moving to the left or right. Follow it with your sight lock.



That AC looks familiar.

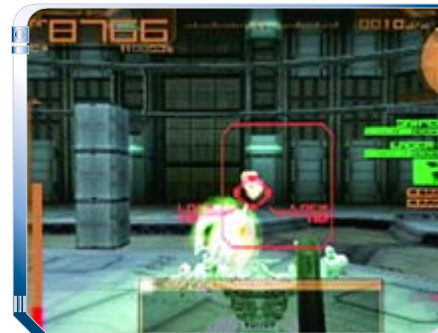


They improved the AC with stronger weapons.

This AC is still a quick one. It speeds around the outside wall of the arena, trying to take cheap shots at you. Stay close to the center of the area where you can duck behind the poles for safety. After your opponent moves around for a little while it will stop, making a great opportunity to get some laser cannon shots in. With your high AP you can stay on the offensive while absorbing any incoming shots. After a few big hits, your AC opponent fails again.



The poles in the room make for great cover.



This retest ends just like the original, with your victory.



Mission 44

Attack Mirage Supply Depot

Client: Crest

Details: Secure supply depot. Destroy all MT units stationed at the base.

Advance: 46,000C

Reward: 87,000C

Area: Mirage Supply Depot

Recommended Armaments: Laser cannons, sniper rifles, and an AC with high AP

Deploy!

You're secretly flown in to the edge of the supply depot. As you land, get your laser cannons ready. You need to secure the area, and that means taking out all the MTs stationed there. You landed undetected, but that won't last long.

Move around the left of the structure in front of you to get a view down the center of the base. Some giant MTs lie motionless on flatbed vehicles nearby and in the distance. The vehicles in the distance are closely guarded by a couple of smaller MTs.



You infiltrate the base undetected.



Shoot the vehicles holding the nonfunctional MTs first.

Your first priority is to destroy the MTs on the trucks. It doesn't take long for your enemies to react to your presence. The trucks start to unload their passengers to fend you off. Until they're completely off the vehicles, they're still helpless. Use your laser cannon to knock the two nearest vehicles out of commission along with their cargo.



Some of those giant MTs made it off their trucks.



The smaller MTs guarding the base go down quickly.

Charge down the center of the depot and start firing at the vehicles at the other end. They're trying to unload their MTs as well. If you don't knock them all out in time, the new MTs start to attack you. Use your big guns to knock them out like any other enemy. The last enemies to engage are

the smaller MTs that were guarding the cargo. They don't damage you as much as the others. After the last MT is destroyed, the mission is over.

Mission 45

Attack Terrorist Base

Client: Kisaragi

Details: Mop up remaining units. Destroy all targets stationed in the area.

Advance: 28,000C

Reward: 111,100C

Area: NE Aurus Canyon

Recommended Armaments: Laser cannons and sniper rifles

Deploy!

You start this mission in the desert on a dark and stormy evening. The winds from the storm are causing interference so your radar doesn't function properly. That makes it hard to get a lock on your targets.

You don't even have to move before you can fight your first set of enemies. Look to the skies in front of you and find three enemies floating around. They're hard to see, showing up as just black dots in the distance. Move your sights over them until your radar kicks back on and you get a red sight lock. Take out each one with your sniper rifle.



Shoot those flying enemies in the distance.

Caution

That deep canyon can be hard to see in the darkness. Move slowly to the edge so you don't accidentally tumble in. You fail the mission if you fall in.



When the three airborne enemies are down, roll slowly forward. Look at your radar whenever it kicks back on to see where you and your opponents are. Keep rolling forward until you get to the canyon ledge. On the other side are the terrorist base and the targets you're after.



There's the terrorist camp on the other side of the canyon.



Destroy the enemy MTs to complete the mission.

Back away out of sight until you get a lock on one of the enemies below. Move forward to the edge and use the laser cannons and sniper rifles to destroy it. If you start taking fire, just back away and use the canyon wall for cover. Wait for another lock, move forward, and blast

away. Keep this up until every last dirty terrorist is gone and the mission is complete.



Mission 46

Pursue Navis Remnants

Client: Mirage

Details: Mop up force remnants. Destroy all units stationed in the area.

Advance: 33,000C

Reward: 95,000C

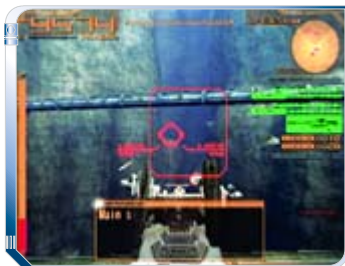
Area: East Ruga Canyon

Recommended Armaments: Laser cannons, sniper rifles, and an AC with high AP

Deploy!

Navis forces are on the run. You find them hiding throughout a deep canyon. Your mission is to wipe out what's left of their forces.

You start the mission on some pipes high above the canyon floor, and you're surrounded by enemies. Your first target is directly in front of you. Start shooting as soon as you're able. The floating gun units have weak AP and will be destroyed with a single shot from your sniper rifle. The MTs are a lot stronger and need at least one blast from your laser cannon to do the job.



You're surrounded!



The flying enemies are destroyed with one shot from your sniper rifle.

After you toast the enemies in front of you, there are still more to kill. Spin yourself around and shoot enemies as you see them. The laser cannon and sniper rifle have such good range that you can even get the enemies in the distance. After you've spun around to your starting direction, you should have only two enemies remaining.



The MTs on the ledges need some shots from your laser cannons.



Another enemy fires at you from farther down the canyon.

An enemy is farther down both directions of the canyon. Use the ledges on the side of the canyon to get to the first one. After that unit is destroyed, turn around and make your way down the other direction. After you kill the last MT, the mission is a success.

Note

Falling to the canyon floor doesn't kill you on this mission. After you land, you can move along the canyon floor to seek out your next target.



Mission 47

Eliminate Reserve Force

Client: Mirage

Details: Mop up force remnants. Destroy all tanks stationed in the area.

Advance: 29,000C

Reward: 98,000C

Area: Desert Region 04

Recommended Armaments: Laser cannons, sniper rifles, and an AC with high AP

Deploy!

Mirage really means business. They don't want any remnants of the reserve force remaining. They're sending you into the deep desert to pick off the stragglers. Your enemy has tanks, so they won't go out without a fight.

When the mission starts you already have some tanks closing in on your location directly ahead of you. They start firing right away, and so should you. Your high level of AP should withstand anything they send your way. As they move in, unload your laser cannons into their ranks. They also have some heavy AP, so it takes a couple shots from your cannon to take them down.



Your first targets are ahead of you.



The tanks are tough, so hit them with everything you've got.

More enemies roll in from the left. Move in that direction until you reach the top of a small hill. Down below is the next wave. Shoot at them from your place on the hill until they're busted debris. Clean up any more tanks that might be around your area.



Another wave of tanks is over the ridge. Fire at them from above.



Follow the sand dune to get to your final enemies.

Almost all the tanks have been destroyed by now. A few stragglers are farther out in the desert. Move along the sand dune until you get a lock on them. Fire at them from long range to send them to their doom and complete your objective.



Mission 48

Invade Warehouse

Client: Mirage

Details: Mop up force remnants. Destroy all forces inside the warehouse.

Advance: 36,000C

Reward: AC parts

Area: Subsurface Warehouse

Recommended Armaments: Laser cannons, sniper rifles, and an AC with high AP

Deploy!

There are still enemy forces that Mirage needs you to take care of. It doesn't matter where they go or where they hide, there's no escape from Mirage's wrath or from your hired guns. You need to find the force inside the warehouse and eliminate every last one of them.

Open the door in front of you after you start the mission. The room is filled with shelves stacked with cargo. Enemy gun units scurry around the ground in the distance. Stay in the doorway and shoot your enemies when you can see them and get a red sight lock.

As you fight the gun units close to you, others deeper in the warehouse try to shoot you as well. As they fire at you, they destroy some of the cargo on the shelves, making it easier for you to get a target on them later on. You have to move deeper into the warehouse to get the last of those gun units.



Shoot those enemy gun units scurrying behind the shelves.

side of the room. A large MT is waiting to get the drop on you. Unload your cannon and sniper rifle into your target to make short work of him, then travel down the hall to the next door.

The last room of the warehouse contains three MTs and two gun turrets hiding behind shelves of cargo. One gun turret is across from the door at the very top of the shelves. Another hides at the top of the shelves to the left. The three MTs are behind the shelves to the left. Enter the room just enough to get a lock, fire your laser cannon to destroy an MT, then retreat into the hall. Use this technique to destroy all five. You might have to move around a little in the room to get a better shot if the MTs try to hide behind solid parts of the shelves. After the last MT is blown apart you finish the mission.



Use a powerful gun to drop the MT waiting in the hall.



The MT on top of the ledge tries to shoot you from above.



It can be hard to hit the MTs when they duck behind the cargo on the shelves.

Get your laser cannon ready and open the door on the other

Mission 49

Destroy Mine Power Systems

Client: Mirage

Details: Destroy mine equipment. Destroy all systems in the time allotted.

Advance: 32,000C

Reward: 118,000C

Area: Borbos Mine

Remarks: Night vision capability is recommended for this mission.

Recommended Armaments: Laser cannons, sniper rifles, an AC with high AP, and night vision capability

Deploy!

Mirage wants you to go to the mine and destroy the equipment inside. You face resistance on the outside of the mining complex and on the inside. To make matters worse you have only a limited amount of time to accomplish your mission before reinforcements arrive.

You start the mission on the outside of the mining complex. Enemies dot the sky and start firing at you right away. Use your sniper rifles to pick them off. It only takes one hit to destroy them, but they can make a quick dash to the side to avoid getting hit. Keep them in your sights and keep firing until you get a direct hit.



Shoot the enemy gun units flying around the skies of the mine.

After the skies are clear, move forward and down to the base's lower level. Take your first right and open the door to enter the mining facility. Follow the hallway until the path drops down. Shoot the two gun turrets on the ceiling, and then drop down to the lower level. Continue along the hallway until you get to another drop off in the path. Shoot the turrets on the ceiling and drop down.



Once you move to the lower part of the base, make a right and go through the door at the end.



Shoot the ceiling turrets before you drop down.

The path you follow leads you to a large room with your first target. After you open the door, shoot the gun turret on the ceiling. Turn your attention to the MT on the ground to your left. Use your laser cannon and blast away until it explodes. After your enemies are gone, shoot the target

on the ground to the right. That cuts out the lights, but you can see just fine with your night vision capability.

A tunnel across the ledge from you is covered by a mesh screen. Shatter the screen with a shot from your rifle. Boost to the new opening and follow the tunnel beyond. The tunnel is a long one with a couple of turns, but keep going because time is still ticking down.

Shoot another mesh screen when you find the end.



Destroy your enemies first...



...then shoot your target.

Peek into the room and shoot the ceiling turret overhead. An MT to your right needs a couple shots from your laser cannon to bring it down. Boost to the stack of boxes to the left of tunnel exit. Take out another ceiling turret firing from above. Another MT in the room wants

a piece of you. Send it to an early grave with your cannon. With the enemies cleared out, shoot the small stack of boxes next to you. They explode, revealing a hidden AC part for you to collect.

Drop down from the platform you've been on and move deeper into the room. On the far wall is your second and last target. Once you destroy the last of the mine power systems, it's time to get out of there. Look at the top of the wall to the right of your last target. Another metal screen blocks your escape route.

Hidden Item



Shoot the stack of boxes next to the tunnel exit to find an AC part.

There's your second target. Your exit is past the screen to the right of it.



Shoot the screen and boost into the escape tunnel. As you leave the complex, you get a warning that reinforcements are on their way. Time is still ticking down so keep your speed up. When you get to the end of the tunnel you see natural light coming from above. Boost up and shoot the metal screen blocking the way. With the exit clear, continue to boost straight up and out of the facility. Once you make it outside under the allotted time the mission is a success.



That screen above is the last thing blocking you from freedom.



When you see the bright sky above you know the mission was a success.



Mission 50

Destroy Remaining Forces

Client: Mirage

Details: Mop up force remnants. Destroy all tanks stationed in the area.

Advance: 35,000C

Reward: 97,000C

Area: Desert Region 03

Recommended Armaments: Laser cannons, sniper rifles, an AC with high AP, and night vision capability

Deploy!

Once again you find yourself back in the desert. Mirage is paying you to seek and destroy its enemies there. The tanks you find have some good AP and some heavy firepower. Bring a strong AC and get ready to use your laser cannons.

The night is getting dark and your targeting system is picking up enemies in the distance. Roll toward the sand dune in front of you and watch your radar in the corner. The tanks you're looking for are on the other side. Peer over the edge of the dune and fire your cannons. Retreat backward when you start taking hits. Eventually it gets dark enough that your night vision turns on to help you see your targets better. Continue firing until all your targets are dead.



Move over the giant sand dune to shoot the tanks below.



Your night vision kicks on to help you see your targets better.

The tanks were only the first part of your problem. A squad of helos flies in as you back up. The dark sky makes it hard to see them, making your radar very important. Before you see the helos you'll probably see their incoming missiles. While your heavy AC withstands the blows, search the skies for the source. After you get a red lock on your target, fire a couple of sniper shots to take those birds out of the sky. Take out all the helos and the mission is a success.

Where are those missiles coming from?



Fire when you get a lock on the helos in the dark sky.

Mission 51

Defend Missile Outpost

Client: Mirage

Details: Defend outpost. Repel attacks, prevent outpost's destruction.

Advance: 85,000C

Reward: 166,000C

Area: Filtration Plant

Remarks: Destruction of defense targets will reduce your reward.

Recommended Armaments: Large missile launcher, laser cannon, sniper rifle, energy shield, and an AC with high AP and EO function

Deploy!

Mirage has a tough assignment for you: Defend their outpost. The attackers you face are similar to those you fought in the training facility for Kisaragi. The difference is that these units are more powerful and you have to face a lot of them.

You start this mission at the end of the outpost. A single enemy AC unit is dropped in across the way. Locate your enemy and get him out into the open so you can get a shot off. As soon as he shows his face, get a lock with your large missile. It takes time for it to find its target, so make sure the AC can't duck behind any cover. Use your sniper rifle to send a few more shots its way to finish the job.

Note

Your large missile launcher has four missiles—one for each AC unit.



Don't let the attacking AC destroy the place.

The good news is you destroyed the first attacking AC. The bad news is that as soon as you do, three more are deployed into the area. Move to the wall behind the large storage tanks where you can get some cover. When an AC moves around the cover to get a shot on you, get a lock with

the missile launcher and fire. Add some fire with your sniper rifle to finish the job.

These ACs like to move around a lot and sometimes they run into structures. When they hit something they pause long enough for you to get some good shots off. Use all your weapons to bring these attackers to their end.



There's your first target.



Get behind the large storage tanks for cover where you can launch your large missiles.



Even three of these AC units are no match for you.

Mission 52

Support OAE Invasion

Client: OAE

Details: Remove base defenses. Defeat all MTs protecting the base.

Advance: 86,200C

Reward: 152,400C

Area: Mirage Base

Remarks: Destruction of armored support vehicles will reduce your reward.

Recommended Armaments: Dual missile launchers, sniper rifle, energy shield, and an AC with high AP with a little quickness

Deploy!

You start this mission already in the base. A few MTs are moving down the center and take some shots at you before you can do anything. As soon as you can move, head to the buildings on your left. Don't worry about shooting the first set of MTs. Just avoid their fire and let your support take care of them. Destroy the building that's farthest away from you to get a hidden AC part, then just sit back and let your support clear the area for now.

After the first wave of MTs has been destroyed, more land in the distance. Wave after wave after wave are about to come after you. Position yourself near the outside buildings and launch your missiles as the MTs land. One hit from your missiles takes out a unit.

Hidden Item



Destroy the second building to find the hidden AC part. It's the E05MG-ROEZ, an extension ammo magazine.



MTs are right in front of you!



At least you have some help against those MTs.

After you take out the MTs in the distance that you can see, move in between the buildings. MTs are entering the base from the other direction. Use your missiles to get those as well. Go back and forth shooting at anything you can get a lock on. Check your radar to find out where your targets are coming from.



Use the buildings to cover your back.

As you fight, it's important not to go too far away from your support. The MTs are drawn to the missile fire and you can pick them off as they approach. If you're not careful, your enemies can sneak past you and shut down your missile support, so protect them at all costs.

Eventually you run out of missiles from firing at all the attackers. When this happens you have to use your high-powered sniper rifle to finish them off. There's a solid part of the base near your support that won't be destroyed. Use this area to make your final stand and destroy the last of the MTs to complete the mission.



A shot from your missile launcher does the trick.



When your missiles run out, rely on your sniper rifle to finish off the rest of the MTs.

Mission 53

Ambush Crest HQ Force

Client: Crest

Details: Eliminate AC targets. Defeat ACs dispatched from Crest HQ.

Advance: 82,000C

Reward: AC Parts

Area: Lectus Plain Area 04

Recommended Armaments: Dual missile launchers, powerful plasma and grenade rifles, and an AC with high AP and EO

Deploy!

Crest has hired you to take out some ACs. Luckily you won't have to fight them all at once. The first two get sent together, but you should be able to fight one without the other troubling you very much. Then after the first two are out of commission, the third and final AC flies in for the action. The last one is a brute.

The mission starts with you standing in the sand staring at a tall cliff wall in front of you. Start backing up because it doesn't take long for the first AC unit to come flying over the edge. Let your missiles fly as soon as your sight lock turns red. Continue to back up until you get a warning that you're leaving the area. Keep shooting your missiles as the AC approaches. This enemy likes to get in close, so switch to the weapons on your arms when he does. Backpedal and keep him in front of as you unload those weapons into him. Finally he bursts into flames.



The first AC comes flying over the ledge.



This enemy wants to get up close and personal.

Tip

As you fight the first AC, you might take a couple of cheap shots from the second one. Don't get distracted. Keep your sights and ammo trained on your first target.

The second AC is very different from the first. It has a sniper rifles and prefers to keep its distance. After you finish the first AC, start looking for the sniper. If he hasn't come down to meet you yet, boost up the cliff face to reach the upper level. Move around with your sight lock up until you find where he's hiding. Try to use your missiles to hit him from far away while ducking in and out of cover. After that one falls you have one more to deal with.

The last one gets flown in special just to meet you. No matter where you were after you destroyed that last enemy you start back in front of the cliff wall standing in the sand. Fight this AC much like you did the first one. Back up and unload your missiles after he comes flying over the cliff wall. Keep backing up to keep your distance while moving around the bottom area. When your missiles run out, switch to your arm weapons to finish him off. Always keep your distance and the AC will drop in no time.



The second AC wants you to keep your distance.



The last AC is tough with a lot of firepower. Keep your distance as you rock it with your weapons.

Mission 54

Attack Evacuation Team

Client: Terrorist

Details: Remove escort units. Destroy all evacuation team escort units.

Advance: 35,000C

Reward: 95,000C

Area: NE Aurus Canyon

Remarks: We'll increase your reward depending on the number of helicopters you destroy.

Recommended Armaments: Dual missile launchers, powerful plasma and grenade rifles, and an AC with high AP

Deploy!

The Terrorists have a nighttime hit for you to perform. You have to go in and destroy the escort units. There are lots of helos in the clear black sky and a couple of ACs guarding the ground.

When you begin this mission, the helos start attacking and the AC guarding the base ahead starts shooting. Travel to your right and fall to the ledge above the canyon. This area gives you a little cover from the AC while you take out the helos. Use your missiles for far away targets and your guns for those that get too close.



Enemy helos swarm the night sky.



Duck onto the ledge near the canyon while you fire at the helos.

Tip

If a helo gets directly overhead, it can be hard to hit. Move around to try to get it to fly away from you so you can target it.

Caution

Don't fall in the canyon or you fail the mission.



The AC unit drops in to check things out. He finds only his failure.

As you shoot the helos, the AC unit comes to find you and falls on the same ledge as you. As soon as the AC comes over, focus your attention on it because the helos can wait. The ledge doesn't offer much room for the AC to move about, leaving it a sitting duck. Use your hand weapons to quickly

blast it apart. After it has been destroyed, down any more helos that might still be in the area. If the AC unit never comes over to investigate, just attack it with your missiles after all the helos are gone.

The bottom area might be clear, but you have one more enemy to go. The last AC is on the cliff above the base. Move around the left of the base to avoid the deep canyon and boost to the top of the cliff. Target the last AC with your missiles and rifles until it's turned into burning debris. Mission accomplished.



The last AC is on top of the ridge. Boost up there and blast him with what you've got.

Mission 55

Destroy Kisaragi Facility

Client: Mirage

Details: Remove defense force. Destroy the AC guarding the facility.

Advance: 43,000C

Reward: 99,000C

Area: Koilos Lake

Recommended Armaments: Plasma and grenade rifles, and good boost

Deploy!

Mirage is after the Kisaragi facility. They want you to go there and destroy the defense force. Something smells fishy, but a job is a job.

The Kisaragi facility has two platforms out in the middle of the water and you start this mission being dropped on one of them. As you drop you can see the enemy AC on the platform ahead of you. Keep your sight lock on him and fire away as you fall.



Your opponent starts on the other platform.

Your opponent immediately takes off in your direction, making it hard to hit. Run to the edge of the platform and try to keep the AC in view. As it jets across the water, it occasionally stops, giving you a great opportunity to get some shots off.



Unload into the AC when it has to pause from zipping around the water so fast.



Caution

Don't fall in the water or the mission is a failure and so are you.



Boost for the second platform when the missiles start flying.

the platform short of your location, leaving you unharmed. If some get too close you can always dash to the side and out of harm's way.

This new location also gives you a place to finish off that quick AC if you haven't done so already. Look over the edge to find him, and blast away with your guns. Even when he goes down you still have to wait for the missiles Mirage is firing at you to end. Keep dodging until you get a message that Mirage is in trouble. The mission is a success.



The back corner of the second platform is a great place to avoid those missiles.

Eventually you get a warning that Mirage has betrayed you and is firing on your location. It's possible that you've destroyed the AC at this point, but if it's still alive, you have to put that fight on hold. Use your boost to fly across the water to the opposite platform.

The platform contains some objects that block some of the incoming fire. But they last only one or two hits before they're destroyed, leaving no more cover for you to hide behind. If you move to the platform's back corner you can find some protection.

The incoming fire hits

Mission 56

Destroy Resistance Force

Client: Crest

Details: Prevent AC theft. Stop the transports, destroy the AC unit.

Advance: 45,000C

Reward: 122,000C

Area: SW Ruga Canyon

Remarks: Your reward will be reduced according to the number of transports that escape.

Recommended Armaments: Laser cannons, plasma rifle, and grenade rifle

Deploy!

Crest is trying to stop the resistance force that is causing it so much trouble. On this mission they are attempting to use transports to smuggle out an AC unit. It's your job to shoot down the transports and make sure that AC can never be used again.

You start this mission on a ledge of a canyon. The transports come from straight ahead. They approach really slowly at first. Get your laser cannon and rifle ready and place your sight lock over the first transport. As soon as the lock turns red fire away. It takes about two shots from each weapon to down that transport.



Here come the transports.



Wait for the first one to get in range then blast it.

The next three transports come a little more quickly and are closer together. Keep your sight lock on the sky and keep firing when you get a lock. The last transport is carrying the stolen AC you need to destroy. Target this transport just like the others, and unload your weapons into it. It tries to drop the AC unit, but if you work fast enough and hit it with your long-ranged shots, you'll destroy both while they're still in the air. Once everything is destroyed, your mission is over.



The last transport is carrying the AC.



Note

If you don't destroy the last transport in time you have to fight the AC it drops. Drop down to the ledge right above the canyon floor. From there you can peek over the ledge and fire your weapons at it, then duck back when it tries to return fire. The AC isn't very tough and should fall pretty easily.





Mission 57



Investigate Phenomenon

Client: Mirage

Details: Investigate phenomenon. Search for source of electrical discharge.

Advance: 40,000C

Reward: 128,000C

Area: Desert Region 05

Remarks: Signal interference relating to the discharge is expected, make sure your AC has good ECM countering performance.

Recommended Armaments: Laser cannons, plasma rifle, and grenade rifle, good ECM counter, and an AC with high AP

Deploy!

There has been some kind of strange electrical discharge out in the area. Mirage wants you to go in there and investigate. Hopefully they won't try to kill you with missiles this time around.

You start this mission in the middle of the desert. Right away a tank starts to fire at you from your left. All the signal interference might make it hard for you to get a lock on it. Move in close to a range where you can't miss, and fire until it turns to metal scraps. Another tank comes speeding over the dune back to your right. Use your heavy weapons to take it out as well.



As soon as you start the mission, a tank already wants a piece of you.

When you started this mission you were staring at a giant sand dune in front of you. Head back to the dune and go over it. On the other side you'll see a lower spot in the desert. There you'll find the source of the electrical discharge and a lot of tanks guarding the area.



Move over the giant sand dune to find your next targets.

Keep your sight lock on the lower area and wait until the interference clears up so you can pick up a target. As soon as you have a lock on a tank, move to the edge of the lower area and fire. After a few shots, back up to avoid taking rounds from the other tanks in the area. Use this technique to take out all the opposition in the desert.



These tanks can hit hard. Try to use the dunes for cover.



Those things in the sand must have been the cause of the electrical discharge.

When the coast is clear, you can investigate what the tanks were guarding. Those metal things in the sand must have been creating the electrical discharge that was causing all that interference. Move into the lower area and shoot each one. After the last one blows up, the mission is a success.

Mission 58

Clear Out Mirage Forces

Client: Ravens' Ark

Details: Attack the facility. Wreak havoc on the facility defenders.

Advance: 65,000C

Reward: 0C

Area: Filtration Plant

Remarks: Destroy a sufficient amount of enemy forces and equipment to earn increased rewards.

Recommended Armaments: Laser cannons, plasma rifle, grenade rifle, and an AC with high AP

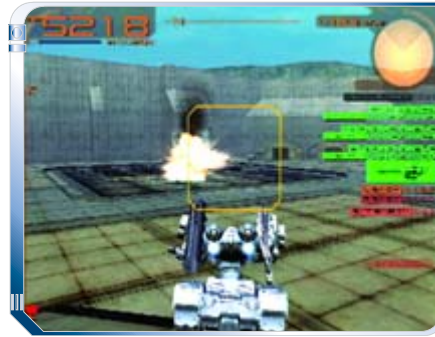
Deploy!

You're dropped into the Mirage base and the operator tells you not to hold back. Everything in the base is fair game for you to destroy. Think of it as your own personal shooting gallery. That includes parts of the base as well as those trying to defend it.

As soon as you begin the mission, get to work. A couple of MTs on the ground put up a small fight. A shot or two from one of your laser cannons takes them down quickly. Shoot any MT that tries to engage you. More enter the area as you tear the place apart.



Treat the Mirage base as a shooting gallery.



The MTs guarding the base are no match for you.

The base has a lot of missile batteries and fragile buildings on the ground. That's what those MTs are helplessly trying to defend. Move around the base destroying all the missile launchers and buildings you find. The more you destroy the better your reward.

As you destroy the base and the security trying to stop you, Mirage sends in air support. Planes buzz overhead launching missiles at you. Aim at the sky and fire when they start to fly at you. These planes can do the most damage to you, so taking them out is your first priority.



A couple shots from one of your weapons take out the missile launchers and buildings around the base.



The planes overhead hurt you the most. Take them out quickly.

Destroying the base is your main priority. Don't waste your time chasing enemies around the base. Only destroy those enemies that try to engage you and interfere with your mission. Continue to move around the base destroying everything you can until the mission is over.



Mission 59



Search for Survivors

Client: Mirage

Details: Explore the mine. Search for signs of survivors.

Advance: 48,000C

Reward: 125,000C

Area: Borbos Mine

Remarks: Night vision capability is recommended for this mission.

Recommended Armaments: Night vision capability

Deploy!

A terrible accident happened at one of Mirage's mines. The corporation wants you to go there to explore the mine and search for any survivors. This is strictly a search mission so you won't need any weapons.

You start this mission on the surface level of the Borbos Mine. All the entrances are locked, so you have to use the secret back door. Use your boost to get over the wall to your left and head for the canyon. At the start of the canyon is an open shaft in the ground for you to enter.

The shaft is dark, so your night vision kicks on, making it easier to see. Follow the shaft until you get to a large room. Drop down and head to the back left corner of the room. There you find another shaft entrance in the wall high above the floor. Boost into the passageway and follow it until you get to another deserted room. So far there have been no survivors.

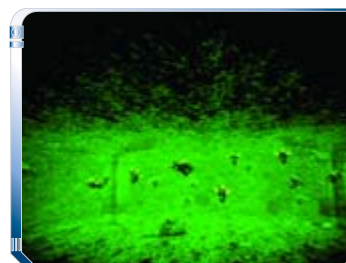


When all the front doors are locked it's time to use the back door.

Enter the room and head to the right. Follow another passageway in the right wall. Enter the dirt tunnel it leads you to. Inside you find only bodies, but no survivors. Just when you make your discovery, flying creatures start to pour into the room from holes in the walls.



There's the next passageway you need to enter.



Those creatures streaming into the area can't be good.

Those flying creatures try to run into you to cause an explosion. You'll take damage when this happens. But there are so many that it is pointless to try to shoot them. Your best bet is to run for it and try to make it out of the mining facility alive.

Retreat back into the passageway you just came from and follow it to the next room. Make a left in the room and enter the shaft in the left wall. Those flying creatures are taking over the whole base and are filling up every open space. Staying too long in large rooms can be hazardous to your health. Follow the long winding shaft to the large room you first saw when you entered the complex.



Those creatures will harm you if they hit you.



They might follow you into the tunnel, so move quickly.

Turn left into the next room and make a quick path to the back corner. The shaft opening you used before is above in the top right wall. Activate your boost to get up there. Hightail it through the rest of the shaft and boost your way to the surface. You made it out safely, unlike those poor miners. There were no survivors, but your mission was a success.

Mission 60

Eliminate Crest AC

Client: Crest

Details: Remove estranged Raven. Defeat the AC targeted for elimination.

Advance: 120,000C

Reward: 240,000C

Area: Bayload City

Recommended Armaments: Laser cannons, plasma rifle, grenade rifle, shield extensions, and an AC with high AP

Deploy!

Crest wants you to remove the AC they hired from Bayload City. Unfortunately it's the number-one ranked AC Genobee. The last time you had to fight him it was just a test, but this time it's for keeps. You need to have the best weapons and armor for this fight.

You start this mission standing in the streets of Bayload City. Your targeting mechanism picks up Genobee in the distance behind the buildings. Run to the right until you hit the main road heading in your enemy's direction. This is where this battle will be fought.



Your opponent is on the other side of those buildings.



The AC you need to defeat is Genobee. You're in for a tough fight.

Genobee appears down the road. Fire as soon as you get a red sight lock. Unload with a combination of your shoulder cannon and arm weapon. Genobee jumps around a lot and moves from side to side, making him a difficult target. Just keep firing every time you get a lock and don't let up.



Stay close to the building so you can duck behind it for cover.



Genobee hops around a lot but he won't stray far from the end of the road.

Genobee is ranked number one out of all the AC units, so he won't just play the defensive game. He has plenty of missiles he wants to introduce you to. That's why you need to stay close to the corner of the building. Give him some shots until you see him start to fire. Duck behind the building and let it take the hits.

As the fight goes on, Genobee also ducks behind the buildings in the distance, but he always shows his face again. Keep up the firepower until he becomes a failure and your mission is a success.



Mission 61

Destroy Massive MT

Client: Navis

Details: Remove MT threat. Destroy the massive MT unit.

Advance: 120,000C

Reward: 80,000C

Area: Navis MT Storehouse

Recommended Armaments: Laser cannons, plasma rifle, bazooka, energy shield extensions, ECM counter, and an AC with high AP

Deploy!

Navis let things get out of hand. They created a giant MT that has now become a giant threat to them. Your mission is to go into their storehouse and dispose of the problem. It might be giant, but it's still just an MT.

You start the mission in the Navis warehouse. Wall turrets on the right and left wall open fire on you. Use your arm weapons to quickly blast them apart. As you do so, the wall at the other end of the narrow room starts to lower. As soon as the gap at the top gets big enough for you to fit through, use your boost and go for it. Four wall turrets are in the next area. Pick them off one by one.



Take care of the wall turrets first.



Boost over the wall when the gap is big enough.

Some double doors at the end of this room are opening at the same time as the first, but there is a giant MT behind this one. Be careful because giant MTs have giant weapons. Get close to the side of the room as the receding wall in front of you exposes more of the beast. When the wall lowers enough, start your attack. Laser weapons fire at you, but stay focused on the body of the MT. Unload everything you've got on it until it crumples apart just like a small MT.



The second set of doors open. Start shooting at the giant MT in the center of the next room.



That MT is enormous. Keep firing until it falls hard.

Mission 62

Prevent Weapon Activation

Client: Kisaragi

Details: Destroy equipment. Destroy all weapon activation controls.

Advance: 260,000C

Reward: 0C

Area: Old Weapon Facility

Recommended Armaments: Laser cannons, sniper rifles, energy shield extensions, ECM counter, and an AC with high AP and EO

Deploy!

This is it. Your final mission. Kisaragi wants you to go to the old weapon facility and destroy the equipment there. They know what will happen if you don't. But this won't be easy. Expect the heaviest resistance yet.

As you start this mission, you're riding an elevator down into the facility. Open the door when you hit the bottom and head down the hall. Keep going straight until you get to a room with your first target hanging from the ceiling. Aim for the center and fire a shot with your gun to send it crumbling to the ground.

Continue through that room and down the next hall. You finally come to another room where you find your next target hanging from the ceiling. Shoot it like the first to turn it into debris.



There's the first piece of equipment you need to blow up. Aim for the center to destroy it with one shot.

After that piece of equipment is garbage, turn around and look down the hall you just came from. A door has opened in the wall to your left, revealing a massive room. Peak outside and find your first enemies of the level. Annoying turrets line the wall outside. Stay in the hall and use the doorway as cover while you take out the wall turrets with your sniper rifle.



That doorway opens after you destroy the second piece of equipment.



Shoot those turrets from long range.

After those four turrets on the wall have been destroyed, move onto the ledge just outside the doorway. Turn around to face the opening and boost up and to the right. Get to the walkway under the large pipes.

More turrets on the ceiling and far wall start to fire at you. Use your sniper rifle to pick them off from a distance. Move along the walkway to see more turrets down the other way. When all the turrets are under control it's time to go after the real targets.

Boost above to the pipes you've been hiding under for cover. Pieces of electrical equipment are on both sides of the room. Put a few shots into each to blow them up. Once both are gone, you get a message that a door inside has been unlocked.



Boost to the upper level under the pipes.



More targets are on the top level.

through the room where you destroyed the second piece of equipment. Follow the hallway beyond, going through more doors until you find the next target to destroy. Roll through the room and enter the next hall. Halfway down a door opens in the right wall revealing another large area outside.

Move onto the ledge outside the opening and boost to the pipes on the top level. There you'll find the last piece of electrical equipment. Move as far away from your target as you can get. When you're against the wall fire a couple shots from your gun to shatter it to bits.



The ledge can be hard to find. Keep an eye out for it and be careful when you drop down.



Another doorway opens up to the outside.

With the last bit of equipment gone, drop to the floor far below you and get in the corner. The lights turn red and an intruder alert sounds in warning. An AC named Nine-Ball shows up with one thing on its mind: Destroy...Destroy...Destroy...

Nine-Ball is super quick and fires a barrage of fire at you. Follow him with your sight lock as he flies this way and that until he stops. Then unload on him with your laser cannons.



That's Nine-Ball and he's not happy to see you.

It's time to go back inside. Go back to the area under the pipes where you first boosted to. Peek over the side to find the ledge just outside the door you came through. Drop down to the ledge and move back inside.

Open the door on the right and head

If your opponent gets out of view, check your radar to see where he's moving to so you're prepared to engage him again once he comes back down to the lower level. It won't take long for Nine-Ball to show his face again. Stay in your corner area and wait for him to stop again. Keep up your attack until he finally falls to the ground in a wreck.



Nine-Ball is really fast, but he stops long enough for you to unload on him.

As soon as Nine-Ball bursts into flames, red flying things start to pour into the giant room. Those are the same things that came after you at the mining facility and that probably killed all those miners. What are they doing here?

Just when you thought it was over, you have one more fight. It doesn't look promising, but you have to make a stand sometime. You find yourself outside on the rooftop staring up at the sky. Those flying creatures litter the sky as they swarm in for the attack.



The sky is dark with an endless host of enemies.

The creatures rain down on you and explode on impact. Use your guns to try to shoot as many as you can, but they just keep coming. There seems to be no end to them. A warning goes off that your AP is at 50 percent and going down. With your guns blazing and your enemies still pounding you, the screen fades to black. Is this the end?



There can be no victory, but you can die fighting!

Revolution

As a bonus to the hardcore *Armored Core* enthusiast, the nice folks at Agetec have included a second disc entitled *Revolution* for your playing pleasure. The missions within are remakes of some of your favorites from past *Armored Core* incarnations. For those of you who have never played them, or if you need a little refresher, we have provided some basic strategy and details for these revisited missions from the archives of the *Armored Core* franchise.

Episode 01—The Great Destruction

Remake (Mission 1)

Mission Data

Operation Name: Eliminate Strikers

Client: Chrome

Area: Doan Bridge

Enemies: Worker MTs

Objective: Eliminate Strikers

Commission Briefing

Workers in the Avalon Valley development area, demonstrating for better working conditions, have taken control of Doan Bridge. They've erected barricades and brought traffic to a halt.

All attempts aimed at persuading them to give up their futile protest have failed. According to their representatives, they will only negotiate terms with someone from company headquarters.

We've made it very clear that there will be no negotiations, but unfortunately for them, they haven't gotten the message. Now it is time to resolve this matter once and for all.

Head to the bridge and eliminate all those intent on remaining there. The units in their control are hastily converted worker MTs that can easily be swept aside.

Mission Strategy

A handful of worker MTs are all that oppose you on the Doan Bridge, so completing the objective of eliminating the strikers will take little to no time. Simply proceed across the bridge and through the five enemies that wait behind the barricades. No matter your AC type, you should have no problem overpowering these disgruntled workers.

Equip a large weapon with heavy blasting power such as a laser or plasma rifle with a medium range. Range is not too important due to the map's confinement and the enemies' ineptness, so if you feel more comfortable with a blade or short-ranged weapon, this is a good place to exercise those abilities.

Extend Side (Mission 2)

Mission Data

Operation Name: Ambush Strike Team

Client: Chrome

Area: Fuel Warehouse #6

Enemies: General-Purpose ACs

Objective: Destroy Enemy Force

Commission Briefing

The rioting that flared up throughout Avalon Valley the other day has finally been brought under control. Accomplishing this required us to divert forces from the East district, leaving it undefended. Murakumo took advantage of the situation and sent one of their strike teams into the area.

As unwelcome as this development is, it does provide us with the perfect opportunity to expose Murakumo's questionable conduct and willingness to engage in open hostilities.

Our plan is to lure the strike team into a fuel storage warehouse located in the district, and contain them there long enough for you to get into position. Damage inside the warehouse is to be kept to a minimum. Eliminate your targets as quickly and efficiently as possible.

Mission Strategy

This mission is timed, so quickly move through the warehouse and all opposition. What the commission failed to mention is that there are also bombs present throughout the warehouse that must be disarmed to complete the mission.

AC preference is entirely up to you, but we suggest using a mech that is quick on its feet so that it can cover a lot of ground in little time. You have only two and a half minutes to disarm eight bombs and destroy seven general-purpose ACs, so you need to pack a lot of firepower. You can complete this mission with either a light AC carrying a heavy gun and a blade, or a heavy AC with more firepower than one would need, so play to your own strengths. However, keep in mind that whatever your choice, you must destroy the enemy ACs quickly to be successful.

There are eight bombs to be disarmed: five in the first room, and three in the area across the hallway. The first five are all on ground level throughout the first room and are guarded by four enemies, all of which attack as soon as you open the door to the warehouse. Quickly dispatch them first to avoid stray gunfire exploding the bombs you are attempting to defuse. Once clear, quickly move through the hallway leading to the next room. In there are three more enemies overeager to bring a halt to your plans. The three bombs in this area are on different levels, including one in a small room to the right of the entrance.

Reverse Side (Mission 3)

Mission Data

Operation Name: Destroy Security Force
Client: Struggle
Area: Doan Bridge
Enemies: Combat Helos
Objective: Eliminate Security

Commission Briefing

Struggle operatives have incited workers in Avalon Valley to rise up against Chrome. Our intention is to stem Chrome's relentless drive to secure power over the region. The hope was that Chrome would lash out without any consideration for their actions, and thereby turn the region's populace against them. So far, this hasn't happened.

The situation cannot be allowed to drag out in its current state, so we've decided to switch tactics and go on the offensive. If we destroy Chrome's security units, we can expose their vulnerability.

Head to the bridge and help the workers accomplish this task. Take care not to injure any workers, as this would reflect poorly on our movement.

Mission Strategy

Once again, Doan Bridge is the battleground, but instead of destroying workers, this time you are helping them. As you patrol the bridge, keep your eyes on the skies as that is where you will find all of the enemy units. After a few short waves, and the help of the worker units, the mission ends as quickly as it began.

Even a heavy unit will do just fine on this level. Mobility is not as important as weapon choice. Use a weapon with a decent range and locking ability so you can target and hit the flying enemy units from afar. Any of the plasma or laser rifles in conjunction with a sniper model will do beautifully. Just remember not to shoot the workers on the bridge. Keep your targets set on the sky above.

Episode 02—Ravens' Nest

Remake (Mission 1)

Mission Data

Operation Name: Defend Submarine
Client: R&G Industries
Area: Ocean Shipping Route
Enemies: Unknown
Objective: Escort Submarine

Commission Briefing

With terrorist activity against their interests at an all-time high, R&G Industries has opted to hire an escort to accompany their transport submarine during its next voyage.

Your objective during this mission will be to safeguard the submarine against attacks, and ensure that it reaches its destination safely.

It is impossible to predict what kind of trouble might be encountered during the trip, so prepare your AC as best as you see fit.

Mission Strategy

You have been hired to escort a submarine across open waters, and as luck would have it, the ship's engines have malfunctioned, so you must intercept all enemy fire while the ship is surfaced.

Protecting a submarine out in the middle of the ocean is a tough job for any AC unit due to their inability to swim. For this reason, we highly recommend a heavy AC with a high AP because you are virtually a sitting duck. Sit tight atop the submarine and take aim off the vessel's rear. Flying enemies appear in groups and nearby ships send torpedoes in your direction. Make sure the submarine does not take too much damage.

Revolution Mission Walkthrough

Use a long-range weapon to deal with the flying enemy units before they can get too close and cause considerable damage to both you and the sub. In between waves of flying units, scan the waters to the left and right of the ship for incoming torpedoes. A fast locking ability helps you lock onto these speeding targets to ensure that they are destroyed before they reach the ship. You can also aim at the ships around you and destroy their torpedo bays. Continue to act as the ship's defenses until the repairs are complete and the sub can submerge into the safety of the ocean water.

Extend Side (Mission 2)

Mission Data

Operation Name: Capture Mining Platform

Client: Murakumo Millennium

Area: Ocean Mining Platform

Enemies: Combat Helos/Unknown

Objective: Eliminate Targets

Commission Briefing

Raven, we've just received a new mission request. A client is seeking our help capturing a remote ocean mining platform long thought to have been abandoned.

Ships belonging to one of Chrome's subsidiaries, R&G Industries, have been spotted plying the surrounding waters with increasing frequency. The most recent sighting was a military transport sub.

Initial indications are that the mining platform is being converted into a military outpost by R&G Industries at Chrome's behest. It seems that recent conflicts have put all involved on edge. Murakumo's concern is the shift in power that will occur if the platform's conversion goes unchecked.

Your objective is to eliminate all security elements stationed at the platform. Their full strength is unknown, so operate with caution.

Mission Strategy

This mission will test your ability to deal with multiple targets with heavy firepower. From the moment you insert into the position, multiple combat helos appear from all directions. Concentrate all your fire into bringing them down before they can deal too much damage. They can maneuver very well, so choose a quick firing weapon to drop them out of the sky.

As quickly as the helos maneuver, and due to your surroundings (water to all sides), a heavy unit can hinder you due to slow movement. But a light unit may not be able to take much damage, so balance your unit with both good defense and maneuver ability without sacrificing firepower. When the helos and turrets (underside of the platform) have been destroyed, the quick moving AC Gimmick Box appears.

AC Gimmick Box is a fast unit that jumps up and down from the water's surface and has a good missile launching system. To help avoid his missiles, bring an inside device capable of attracting incoming missiles away from you. Stay on the move, flying out from the platform to get a clear shot. This fight can be the death of your unit if you took too much fire from the earlier helos. Your best defense is staying in constant movement to avoid being a locked-on target. Return fire at all times and even AC Gimmick Box can't stand in your way.

Episode 03—Mercenary

Remake (Mission 1)

Mission Data

Operation Name: Protect Gun Emplacement

Client: Murakumo Millennium

Area: Chrome Gun Emplacement

Enemies: Guns, Guard MTs

Objective: Destroy All Guns

Commission Briefing

The target of this mission is a Chrome gun emplacement. The gun emplacement's construction site is located in an ocean buffer zone on the fringes of Murakumo territory. Repeated warnings to halt construction have been completely ignored.

Chrome offers only transparent excuses about maintaining security, but their intentions are clearly to prepare the area for a preemptive military strike. They leave us no other choice but to use force. We're counting on you, Raven.

Mission Strategy

The gun emplacement is small but well-protected. As you drop, you are immediately confronted by flying guard MTs. Take care of these first, using the surrounding pillars as cover. The pillars crumble as they are hit, so stay on the move until your only threat remaining is the heavy artillery guns located on the platform.

Keep your distance from the artillery guns to make it easier to dodge return fire. It's helpful to bring a good long-range weapon with a good locking ability to take out the guns from a safe distance. Strafe from side to side until all of the guns are destroyed and the mission is cleared.

Extend Side (Mission 2)

Mission Data

Operation Name: Remove Gun Emplacement
Client: Murakumo Millennium
Area: Gun Emplacement
Enemies: Aerial Bombs/Unknown
Objective: Protect Emplacement

Mission Strategy

When the mission begins, quickly move to the platform with the guns and turn your attention to the skies above. Enemy bombs are falling from the sky, and it's up to you to take them out before they touch down. The guns are your allies and your indicators as to which direction the bombs are falling from. As soon as the bombs come into view, begin destroying them before they reach the ground.

Regardless of AC size, it is extremely helpful to carry a fast firing, long-range weapon like the WH02RS-WYRM sniper rifle, which can be fired twice in quick succession. Keep in mind that you can still hit a target with a well-aimed shot even if you do not have a lock on the target. Shoot early and continue to battle through the waves of bombings.

Another bombing attempt is brought to your attention once the final wave has been destroyed. This time, the monorail is traveling toward the emplacement from the city in the distance. As it comes into range, unload whatever heavy firepower you have into before it reaches the platform. Act quickly to avoid a mission-failing explosion.

Commission Briefing

This is an emergency request. Chrome is planning an attack on the gun emplacement we captured a few days ago. They must be stopped.

According to our reports, they intend to bombard the emplacement using heavy explosives dropped from high flying bombers. They seem prepared to accept the facility's destruction. The defenses in place at the site are not fully operational yet and there is no way they can bear the full brunt of an all-out assault. We need your help to destroy the bombs before they hit.

Also, it's very likely the attack will consist of more than just a few high altitude bombing runs. Stay on your toes and be prepared to deal with the unexpected.

The mission will be called off and the gun emplacement abandoned should it sustain excessive levels of damage. We trust that your presence will ensure this doesn't happen. It's clear we can expect further confrontations with Chrome in the future, our battles won't end here. This is why we need to take a stand now and consolidate our gains.

Reverse Side (Mission 3)

Mission Data

Operation Name: Defeat Assault Force
Client: Chrome
Area: Gun Emplacement
Enemies: MTs/Unknown
Objective: Thwart Attackers

Mission Strategy

Protecting the gun emplacement is becoming increasingly difficult. This time around, you must protect the base from a full-fledged assault by both flying and ground enemy units. Race for the emplacement and engage in battle with the few ground units that have already begun their attack. These units can tear you apart with their close-range attacks if you spend your early moments trying to shoot the flying enemies, so deal with them first. When the last ground unit is down, turn your attention to the airborne enemy.

Quickness and accuracy are the keys to success in this mission, so tailor your AC unit for just that. You should be able to hit hard and accurately without forgoing mobility due to the quick ground forces and fast flying foe that you are up against. The harder you can hit accurately in a hurry, the better. We suggest a plasma rifle for hard hits, complemented by your favorite fast-firing weapon for closer combat. Missiles can help with the flying targets if you have a quick lock-on ability.

When the last of the flying units has fallen, three more MTs join the fight. These guys are quick and deadly, so react with precision. They can withstand a few heavy blasts, but it may take some patience to be able to hit them. Stay with your target and aim carefully to bring a halt to their efforts.

Remember, if you lose all the emplacement defenses, the mission will fail, so use yourself as bait to draw fire when needed. To do so, move your AC unit into the middle or immediate outskirts of the emplacement.

Commission Briefing

Raven, this is an urgent request. One of our newly constructed gun emplacements is being subjected to a vicious attack. The defense perimeter is already in shambles. Reports coming in from the battlefield are hazy, but all indications point to Struggle as the group responsible. Although this may be the case, we suspect Murakumo is somehow involved.

Sooner or later we will have to stand against Murakumo, so we might as well gain the upper hand now. This isn't simply a fight for one facility, it's a means to ensure our continued survival. Your objective is to eliminate all forces engaged in the attack. Work quickly, Raven. That is all.

Episode 04—A.I.

Remake (Mission 1)

Mission Data

Operation Name: Worker Robot Removal
Client: Murakumo Millennium
Area: Power Plant No. 7
Enemies: Worker Robots
Objective: Destroy All Robots

Commission Briefing

A problem has occurred at power plant number seven located in Isaac City. Due to a security system error, the plant's unmanned worker robots are malfunctioning. Most have already been captured or destroyed, but some of them were able to enter sensitive areas of the facility. Thus far there have been no major accidents, but that could change at anytime.

Given the delicate nature of this operation, only an experienced AC pilot will suffice. Your mission is to destroy all malfunctioning robots that still reside within the plant. Under no circumstances are the generators located in the power plant to be damaged. Doing so could lead to catastrophic results. Proceed with caution and choose your targets wisely.

Mission Strategy

Eliminating the worker robots is a fairly easy task, for they do not attack. However, they are very quick, and missed shots can lead to certain mission failure. The trick to stopping these menacing drones is to plan your shots carefully and take your time. Don't rush through this mission. Take your time, be patient, and you will walk through this task with flying colors. The mission ends when all worker robots have been destroyed.

Because the worker robots are so quick, bring an FCS with a wide targeting window and a quick target lock. This helps make sure your shots are accurate. A stray shot here could hit a gas main and cause an explosion in the factory, failing the mission. A quick firing weapon is also good so that you can fire fast while the worker bots are targeted.

Extend Side (Mission 2)

Mission Data

Operation Name: Shutdown Control System
Client: Murakumo Millennium
Area: Power Plant No. 7
Enemies: Battle MTs
Objective: Shutdown System

Commission Briefing

Another situation has developed at power plant number seven. The facility's main control system has malfunctioned, and now our monitoring stations are registering alarming temperature spikes.

The employee who was in charge of maintaining the control system has disappeared, and we believe he may have intentionally sabotaged it. Other recent events were probably his doing as well. Not only did this individual design most of the plant's systems, he was also one of our most promising AI research scientists.

Unfortunately, rumors that he also had ties to an outside laboratory involved in some rather strange experiments were ignored. It's obvious now that his time with us was spent as a spy. On top of sabotaging the main control system, it seems he also introduced a number of unmanned battle MTs into the plant. All of our attempts to deal with these units have failed.

The only option left to us is to send in an AC. Enter the power plant, locate the main control system and shut it down. This situation must be resolved, we're counting on you, Raven.

Mission Strategy

The power plant is laced with battle MTs. However, ignore the immediate enemy for the time being, and make a beeline for the main control system. You'll have plenty of time to face all the battle MTs once the system has been stopped. To get there, take a right at the first fork and follow the next hall to the left. The door along the left wall leads you to the control system. Activate the system, then turn to backtrack through all the MTs throughout the power plant.

There is a timer on this mission, so the ability to move quickly is important, but so is being able to take damage. A well-defended but light unit should do fine as long as it has good firepower to quickly take out the battle MTs. Shy away from an AC unit that has a tendency to overheat as well, for as the level timer wears down, the temperature in the power plant quickly rises, rendering your unit helpless. This is why you must quickly shut down the system before you fight through the opposition.

Once the system is down, return the way you came, fighting all that you come across until you have rid the plant of foes. Be quick throughout this level as it can be frustrating to have any of your AC unit's functions impaired due to prolonged exposure to the dying power plant.

Episode 05—Corporation

Remake (Mission 1)

Mission Data

Operation Name: Destroy Fuel Depot

Client: Murakumo Millennium

Area: Fuel Warehouse #6

Enemies: Unknown

Objective: Destroy Fuel Tanks

Commission Briefing

Raven, we'd like you to join a team we're putting together to investigate troubling rumors regarding research being carried out at a Chemical-Dyne lab located in the East district.

Although nothing is known publicly about the project, we suspect that Chrome is involved. Your role during the mission will be to create a diversion while the survey team gains access to lab. We'd like you to accomplish this by destroying all the fuel tanks stored inside a nearby warehouse. This will give the survey team the cover they need to sneak into the lab undetected.

You won't have much time once the alarm has been sounded, so clear out as soon as all of the tanks are destroyed. Keep in mind that these tanks are laden with fuel and turn into giant bombs when they explode. Watch yourself in there.

Mission Strategy

It's time to destroy some fuel tanks. Bring any type of AC unit you wish, for there is very little opposition throughout the fuel warehouse. Only a handful of turrets and light enemy units stand in your way. A good weapon choice is your only concern. Bring a weapon capable of dealing decent damage for the turrets and enemy units, and a weapon with plenty of ammo to destroy the numerous fuel tanks.

As you enter the warehouse, watch for the four turrets near the center of the ceiling. Take them out and continue through the opposite door and through the hallway. You'll come back here to destroy the fuel tanks, so you can pass them up for now.

In the next storage area, you encounter a pair of light-armored enemies as well as two more turrets. Dispose of them and begin shooting all the fuel tanks. Four other rooms contain fuel tanks above the ground floor. When all tanks are accounted for, return to the previous storage area to find three more enemy units and to destroy the remaining tanks. The entrance to the level is also your exit once the last fuel tank has been destroyed.

Extend Side (Mission 2)

Mission Data

Operation Name: Escort Transport Vehicle

Client: Chemical-Dyne

Area: Doan Bridge

Enemies: Unknown

Objective: Protect Transport

Commission Briefing

Repeated attacks on one of our laboratories situated in the East district has left it without adequate security and prompted us to relocate the entire operation.

In order to reach the new destination, transports carrying sensitive materials from the lab must traverse Doan Bridge. Unfortunately, this bridge is the target of frequent terrorist attacks. The next transport scheduled to cross the bridge leaves shortly; the cargo in its hold must not be intercepted. Accompany the transport and sure no harm comes to it.

Under no circumstances will the details of this mission ever be discussed with any outside party, is this clear?

Mission Strategy

Again your fight returns to the Doan Bridge. This time it's your responsibility to escort a transport across the bridge through a terrorist attack. The present enemy consists of helicopter units and ground tanks. A large AC unit will do just fine in these conditions due to the slow pace of the transport, and the large weaponry it can carry will shorten the fight and ensure a victory.

Deal with the ground forces as you come across them. A plasma rifle will make short work of these units. Look to the skies periodically to keep the flying enemy units under control. Most of the units you come across are airborne, so clear the ground forces as they come into view quickly and return to defending the transport from air units. The mission ends when the transport has successfully crossed the bridge.

Reverse Side (Mission 3)

Mission Data

Operation Name: Defeat Intruders

Client: Chemical-Dyne

Area: Fuel Warehouse #6

Enemies: MTs/Unknown

Objective: Destroy All Targets

Commission Briefing

Raven, we need immediate assistance. A daring attack has just been launched on one of our fuel storage warehouses. The fuel reserves kept at this location are vital to the uninterrupted operation of a nearby lab complex. If the warehouse is destroyed, research at the lab will grind to a halt.

Chemical-Dyne is a legitimate corporation involved in groundbreaking research, however, there are those who are envious of the progress we've made and continually scheme against us. It must be made clear to these aggressors that this type of activity will no longer be tolerated. Head to the warehouse and eliminate all targets you encounter.

We urge you to conduct this mission with the utmost caution. The fuels stored in the warehouse are extremely volatile and all it would take is one stray shot to set them off. Our company's survival rests in your hands; there's no time to waste.

Mission Strategy

The fuel warehouse is now crawling with enemy MTs. While they are not the most powerful, they do take a considerable amount of damage before finally exploding. Bring a good amount of hard-hitting weaponry for this mission. The terrain is close quarters, so a heavy AC unit will do fine as long as it has a decent turning ability so that you can target quickly to all sides. The more artillery you bring, the better.

When you enter the warehouse, you get a taste of what is to come with a pair of MTs. They go down with relative ease, allowing you to continue through the opposite door and into the next area. Use the pillars here for cover as you encounter three more MTs. Strafe back and forth from behind the pillars, keeping your distance from their close-range blade attacks. Three more MTs rush into the previous storage area when this room is cleared.

Return through the hall and into the first area to combat another set of MTs. These three go down pretty quickly with well-aimed shots. Remember the briefing's warning—if the warehouse takes too much damage, the mission will fail. Be sure to get good lock-ons before firing. When the battle comes to a close, an enemy AC is detected to the southeast. Return into the hallway and into the next storage area, passing two more MTs in the hallway along the way.

The MTs in the hallway have nowhere to run, so bring them to a halt quickly with a few shots from your heavy weaponry. As you enter the area with the enemy AC unit, expect immediate fire. Again use the pillars as cover, strafing out to return fire. Keep your distance and take open shots whenever possible. Don't let this enemy get too close or he'll burn you with his flamethrower.

The enemy AC unit is a tough cookie, but limited in mobility, so stay on the move and on the offensive. If you did not take a lot of damage from the earlier MTs, you should have no problem destroying the enemy before he can destroy you. Just remember to keep your distance!

Episode 06—Underground City

Remake (Mission 1)

Mission Data

Operation Name: Attack Urban Center

Client: Chrome

Area: Gal City Office District

Enemies: Unknown

Objective: Three-Minute Rampage

Commission Briefing

Raven, we want you to wreak havoc in Gal City. This will be a very straightforward assignment: Simply find targets of opportunity and destroy them at will.

In our experience, when someone is threatened with total annihilation, the first thing they do is look to those who can protect them. We here at Chrome are more than happy to oblige. You have three minutes to carry out the task; remaining in the area any longer than this invites unnecessary risk. Good luck and have fun.

Mission Strategy

A three-minute rampage sounds easy enough, right? Take to the streets, running over and destroying all that you come across. Street signs, cars, trucks—destroy it all! City guards come to try to prevent your destruction, so save some ammo for the MTs that enter the streets.

Spend the rest of your time combating the MTs until an AC Valkyrie unit joins the battle. This named AC unit is well-equipped with a long-range sniper rifle and a multiple shot weapon.

Extend Side (Mission 2)

Mission Strategy

Mission Data

Operation Name: Destroy Security Net

Client: Chrome

Area: Jiriera City

Enemies: Homing Missiles

Objective: Destroy All Targets

Considering that the entirety of this mission takes place on rooftops, a maneuverable AC unit is a good idea. An AC unit with hovering legs will provide the stability to be well-armored and able to carry heavy weaponry while still being able to maneuver fairly well.

The first leg of this mission requires you to find and eliminate incoming homing missiles. This is not too difficult as they tend to find you before you find them. Scan the area for incoming objects, and fire accordingly. As the mission progresses, an ally appears who helps lighten your burden. However, once the last of the missiles have been destroyed, your ally quickly turns to enemy.

When the AC unit continues with its primary objective, its aim turns to you. Ready yourself, and find a good vantage that provides both cover and opportunity. Act quickly as the enemy AC comes into view, using weaponry such as missiles and hard-hitting bazookas. Use your traditional strafing maneuvers to avoid incoming fire. As with any enemy AC encounter, it is only a short time before he gets you or you get him. Hopefully it's the latter.

Commission Briefing

Our corporation is currently putting together an assignment that might interest you. The mission's objective is the liquidation of Dr. M. Okamura. We'd appreciate your assistance.

Dr. Okamura is a leading authority in the field of genetic engineering, and one of Murakumo's top research scientists. Murakumo's expertise in the field of genetic engineering is due solely to Dr. Okamura's contributions. If he were to perish, they would never recover from the loss.

An intensive search conducted by our scouts has finally pinpointed the doctor's location. He's under heavy guard at a Murakumo stronghold located in Jiriera City. In order for our assassins to reach Dr. Okamura, we first have to take care of the remote homing missiles that patrol the area. This will be your job. Use the mission location's rooftop as your vantage point for targeting the missiles. Good luck.

Reverse Side (Mission 3)

Mission Data

Operation Name: Stop Rampaging AC

Client: Struggle

Area: Gal City Office District

Enemies: AC

Objective: Destroy AC

Commission Briefing

Raven, we've just received some very disturbing news. It seems Chrome has devised a plan to carry out indiscriminate attacks in a densely populated area of Gal City. This is an act of sheer madness; the AC they've hired for the job must be eliminated. Chrome believes the attack is a closely guarded secret, but they couldn't be more wrong. The time has come to show them the error of their ways. Make for the city, and prepare for combat.

Mission Strategy

The enemy AC unit has to be destroyed. Take a heavy AC with lots of AP and powerful weapons. As soon as the mission starts, open fire on your enemy on the city streets below. A few well-placed hits should send him on his way.

Keep close to your support and keep your guns firing. Keep the enemy at a distance, because he will hurt you if he gets close. It takes quite a few shots, but eventually he bursts into flames and your mission is over.

Episode 07—Lost Technology

Remake (Mission 1)

Mission Data

Operation Name: Guard Freight Train
Client: Murakumo Millennium
Area: Heaven's Rock
Enemies: Unknown
Objective: Protect Lead Car

Commission Briefing

This is an urgent request. We've just been informed that our long-haul freight train, Boulder, is in imminent danger of attack. It's still not clear who is behind the plan, but our guess is that they're after the confidential cargo secured in the train's lead car.

The train's next stop, Heaven's Rock supply depot, has very little cover and would be an ideal location for the enemy to launch their attack.

Head to the supply depot and clear it of any targets that might pose a threat to the train. Remember, the safety of the lead car takes priority above all else.

Mission Strategy

The incoming supply train needs your protection. The main threat comes from an aerial attack, so keep in constant movement to avoid fire as you do your best to maintain your offensive. A heavy AC unit can withstand the onslaught with ease as well as return heavy fire with the larger guns you can carry.

Your main concern is protecting the train at all costs. If you see the lead car begin to take damage, quickly turn your attention to its attacker and take them out, even if you take damage while doing so. If the train is destroyed, you will fail the mission.

Once the planes have fallen (or a majority), an AC unit joins in to try to destroy the train. As he nears, unload all your weaponry in his direction. The terrain is wide open, so it is easy to circle-strafe, dodging his attacks while keeping a safe distance. Keep buildings and obstacles between you for cover. Having an internal missile deterrent helps save you from his monstrous missile attacks.

Extended Side (Mission 2)

Mission Data

Operation Name: Recover Containers
Client: Murakumo Millennium
Area: North Highland
Enemies: Unknown
Objective: Collect Containers

Commission Briefing

Raven, this is an emergency request. One of our transport planes involved in a recent airlift of confidential cargo has gone missing somewhere in the North Highland.

The pilot's last radio transmissions leave little doubt that the plane came under fire en route to its final destination. The attack was probably an attempt to intercept the transport's cargo.

A search and rescue team was dispatched to the area where the plane is believed to have gone down, but their efforts have been hampered by the region's harsh terrain. More sources are needed in the field if the transport's cargo containers are to be recovered before falling into enemy hands.

Any units encountered during your search should be eliminated without hesitation. We can't afford to lose even a single container. Also, one of our patrols spotted an unidentified AC operating in the region. What it is doing there we can only guess, but it bears mentioning. Stay on your toes, Raven.

Mission Strategy

The terrain is harsh indeed as you are dropped in search of the missing containers. However, the immediate threat ahead is of more concern once you touch down. A large missile unit lies directly ahead of you. This is your main priority—destroy this unit before dealing with the more menial flying enemy. When the heavy unit is down, you can have freer movement without being bombarded by constant missile fire.

Move around the area, engaging in combat as you pass both the small flying enemy and the slow-moving, heavy ones. You must collect three containers along the way, and they become much easier to collect once the area is cleared of opposition.

As tempting as it is to just unload all of your massive firepower into the menacing heavy units, conserve some of your high-damage ammo for the AC unit that joins the fun once the last container has been collected. This unit (White Lynx) attempts to get in close to use his blade attack but also can hit you from afar. Use whatever tricks you have left up your sleeves to make this a short battle. Remember, you have enough room here to circle-strafe to keep the enemy in front of you while staying on the move, making you a harder target to hit.

Reverse Side (Mission 3)

Mission Data

Operation Name: Attack Freight Train

Client: ???

Area: Heaven's Rock

Enemies: Unknown

Objective: Destroy Train

Commission Briefing

Raven...I need your help....Something was done to me....I'm no longer human....Murakumo's train...it must be stopped....I don't want anymore surgery...never again....Please help me....I want to be released from all this....

Mission Strategy

In this mission you have an ally (Wildcat) by your side, and between the two of you, you should have no problem bringing a halt to the AC unit instructed to stop the attack on the train. Allow your befriended AC unit to do most of the close-quarters combat while you stand back and take shots from afar. While you both stand toe-to-toe, it should be easy for you to get a good lock so that your shots connect with ease.

The train arrives shortly after the battle ends and both of you can start your attack on the train. During this assault, gain some distance between you and the seemingly friendly AC unit, for when the train is destroyed, Wildcat flips his lid and comes after you. With the distance you've created, sneak in a few good shots before he can get in a closer range.

Wildcat will push the fight toward you, trying to get into range to use his blade attack. With a wide open area around you, simply backpedal, letting him chase you while you fill him with whichever high-powered ammunition you brought (the laser cannon and plasma rifle are always good choices for putting an enemy AC unit down). Also, keep an eye out for the occasional missile attack, using an inside intercepting device to deter the blow.

Episode 08—Human Plus

Remake (Mission 1)

Mission Data

Operation Name: Destroy Plus Escapee

Client: Murakumo Millennium

Area: Jiriera City

Enemies: AC

Objective: Destroy AC

Commission Briefing

A subject involved in next-generation "plus" experiments has escaped from our lab. I'm prohibited from revealing any details, but it seems the subject's mind was adversely affected by some of the procedures he underwent. According to an eyewitness, he is now completely deranged.

A former Raven, the subject boarded his AC and went on a rampage. He knocked out an entire guard detachment before taking up position in one of the city's abandoned skyscrapers.

The danger he poses to others is very real and cannot be ignored. Rehabilitation is out of the question, he must be exterminated. It's regretful, but there's no other choice. The location he's chosen is extremely precarious; exercise due caution.

Mission Strategy

This is a rooftop battle between you and an enemy AC unit. This fight can take a lot out of your AC unit due to the enemy's quick, agile nature. If you enjoy quick dog-fighting encounters where both of you are dancing through the air, then a light unit will make this fight a blast. However, a heavy unit is your best bet to winning by simply overpowering your opponent.

Find a good vantage point such as one of the two tower rooftops and take shots as the enemy comes into view. He is quick, so a good FCS system helps you get a lock for accurate shots. If you went with a less-armored unit, use these same towers as cover, strafing or flying out to engage the enemy. Whichever method you choose, keep on the move so you are not a dead target and the battle will be yours!

Extended Side (Mission 2)

Mission Data

Operation Name: Rescue Kidnapped Operative

Client: Struggle

Area: Murakumo Research Lab

Enemies: MTs/Unknown

Objective: Rescue Target

Commission Briefing

We need your help rescuing a comrade kidnapped by Murakumo. According to what we've learned, our operative is scheduled to become a test subject in a radical experiment known as "human plus."

It's no secret that our organization has benefited from its relationship with Murakumo, but we won't condone something like this. Unfortunately, rescuing him is not something we can do on our own. Your participation in the mission is the only hope we have of pulling it off.

There's no time to waste. Head to the research lab and free our operative before it's too late. We'll lend you what help we can. Good luck.

Mission Strategy

Start this mission by entering the doorway in the mountainside. Follow the corridors through a series of turret guns and MTs. As you can see on the radar, this base is covered with turrets, and unfortunately, you have to fight your way through them.

To get a head start on your targets, which begin firing as you open the door, target them before you enter. Most targeting systems allow you to target an enemy through a wall or door, so do that before charging in. Continue to use the doorways as cover to shoot all the turrets in a room before entering. At times this is not possible, and you need to rush and target quickly to minimize the damage you take.

Continue this technique all the way through the base. You go down an elevator and into a room where you are confronted by a few MTs, but by this time, not even they can stop you from completing the mission.

Episode 09—Request

Remake (Mission 1)

Mission Data

Operation Name: Infiltrate Amber Base

Client: ???

Area: Amber Crown Entrance

Enemies: Guard MTs/Unknown

Objective: Raid City

Commission Briefing

Raven, we want you to infiltrate the underground city, Amber Crown. The main surface entrance is lightly guarded and makes the perfect entry point. After destroying all opposition, take out the four generators around the entrance's perimeter. This will release the locking mechanism for the main gate.

The city's second line of defense is a computer-controlled gate located inside. The only way to bypass this obstacle is to destroy the condensers that supply the computer with power. Further instructions will follow once the breach in the city's perimeter has been confirmed.

Mission Strategy

The mission starts you outside the entrance to the underground city, where you are instantly confronted by stationary guns lining the pathway. Take these out quickly while strafing their return fire. When all have been silenced, target the four generators that line the entrance perimeter. They are marked as targets onscreen to help you find them. As they crumble to the ground, the entrance opens and three flying guns emerge.

Deal with these flying guns before entering the door and falling down the shaft to the corridor below. Turret fire hits you as you fall, but damage is minimal. If you prefer, you can drop platform-to-platform, taking out the turrets on the way down to the corridor to avoid this damage. Enter the door at the bottom.

Beyond the door at the bottom of the corridor is a series of guarded hallways. The guard MTs go down quickly and easily as do the flying guns. Watch for turret fire beyond each door, and move into a final room where you find the condensers that supply power. Destroying them completes the mission.

Extended Side (Mission 2)

Mission Data

Operation Name: Repel Invasion
Client: Amber Crown Guard
Area: Amber Crown
Enemies: MTs/Guard MTs/Other
Objective: Defeat Enemy Leader

Commission Briefing

Raven, terrorists are attempting to force their way into Amber Crown. Their MTs broke through our defenses on the surface. Locate the group's leader and destroy him. We'll do what we can about the rest. We can't let them enter the city. Good luck.

Mission Strategy

Again, the mission starts you outside the entrance of Amber Crown. This time, however, the area is crawling with MTs. Quickly take aim and dispose of them one by one until the path is clear. There isn't much protection, so keep your distance and strafe to dodge return fire. Go through the entrance when all is clear and drop down the corridor.

The hallways that were once filled with simple guard MTs are now filled with a tougher breed of MTs that can cause a lot of damage if you're not careful. Be quick and accurate and destroy the MTs you meet until you come to a room where a cutscene takes place. The ruthless MT that remains after the scene is in very close range, so be ready for him as the scene ends, then continue down another set of halls.

Follow the set of halls through more MTs and flying guns until you find yourself at the bottom of a flying gun-filled chamber, similar to the one you came down in the beginning of the mission. This time however, you have to get your AC to rise to the top by either going from platform-to-platform, or making a mad dash. Choose carefully—you wouldn't want to come all this way to have to start over because you were impatient. Once you've made it to the top, a couple more MTs guard the exit. Bust through them to complete the mission.

Reverse Side (Mission 3)

Mission Data

Operation Name: Defend Entrance
Client: Amber Crown Guard
Area: Amber Crown Entrance
Enemies: MTs/Guard MTs/Other
Objective: Repel Attackers

Commission Briefing

A pitched battle for control of Amber Crown's surface entrance took place the other day. The attackers were intent on breaching the main gate. Our security detail managed to hold them off, but suffered heavy losses while doing so.

To make matters even worse, we've learned that another attack is imminent. This time they hope to sneak in under the cover of darkness. Our forces are too depleted to put up the needed resistance. We need your help defending the main gate.

Take up a position that will allow you to fend off attacks aimed at blowing up the generators. If they manage to destroy these, the city is lost. Good luck, Raven, we're all counting on you.

Mission Strategy

This mission finds you protecting the very base you just penetrated. From insertion, look for ground units moving down the pathway to the entrance and use a long-ranged weapon to begin taking them out. A good vantage point is the rooftop in the center of the four generators you are protecting. It is here that you may also notice the handful of planes circling above. They can be hard to target in the dead of the night, so rely on a good radar system to help pinpoint their locations.

Waves of each enemy approach you, and there are only four generators, so it's imperative to be quick and precise when dealing with these enemies to ensure that you pass the mission. Because of the mission's delicacy, expect to take a lot of fire. A heavy unit with decent turning mobility will be ideal. Good luck, Raven. The fate of Amber Crown depends on you.

Episode 10—Irregular

Remake (Mission 1)

Mission Data

Operation Name: Rescue the Allies

Client: ???

Area: Loop Line Junction

Enemies: Unknown

Objective: Safeguard Transport

Commission Briefing

Raven, we need your help carrying out a rescue operation at Loop Line Junction in Amber Crown. The targets we plan to recover were captured by an enemy patrol consisting of three transports and an MT security detachment. Eliminate all units except for the center transport.

We'll follow up on matters once the issue has been resolved.

Mission Strategy

Protecting a transport seems to be your expertise. As the mission begins, look for a handful of MTs to greet you. Take care of them as you would any other threat, clearing them from your radar. The transport follows the street along the left. Leave it for now and follow the caverns around to the right to meet back up with it on the other side of the tunnel.

A couple more MTs await on this side of the cave as well. Again make short work of them before turning your complete attention to the convoy. *Before* the transport can reach the second tunnel, you must destroy the first and last car to successfully pass this mission. Be careful—hitting the center transport causes the mission to fail, so line your shots up carefully. An AC unit threatens you in the closing cutscene, but don't fear, you don't face him in combat.

Extended Side (Mission 2)

Mission Data

Operation Name: Eliminate Raven

Client: Doomsday Organization

Area: Military Training Facility

Enemies: Unknown

Objective: Search Area

Commission Briefing

We've just confirmed suspicions that one of the corporations intends to launch an attack on our organization. They've hired a Raven to do the job; he must be eliminated.

The corporation in question was once one of our backers, but we have since terminated the relationship. They're obviously not pleased about this and intend to secure our research by force. Their planned use for our research is to further their own goals; this is not what we had intended.

According to our most current intel reports, the attack is aimed at disabling our military training center. All units stationed there are being withdrawn to avoid losing them in the ensuing battle. Head to the training center and be prepared to launch an attack as soon as the enemy is sighted.

Mission Strategy

To make this mission a little faster, run to the center of the map and investigate the fallen AC unit. You've been set up, Raven; defend the transport ship (back at the start) until it is ready to take off.

The transport ship is attacked by quick flying units and even faster ground units resembling motorcycles. All of these enemies are pretty fast-moving, so a steady hand and a good FCS are important. Also, bring a weapon with a bit of a spread to ensure that you hit your target from medium range.

You only need to fight through a couple waves of enemy attacks on the transport ship. Once the enemies have been cleared, you get the OK to leave. Enter the back of the transport ship to end the mission.

Reverse Side (Mission 3)

Mission Data

Operation Name: Bait the Enemy
Client: Doomsday Organization
Area: Loop Line Junction
Enemies: Unknown
Objective: Destroy All Targets

Commission Briefing

In an attempt to delay the completion of our ongoing research, one of our rivals has decided to launch a strike deep inside Amber Crown. An enemy incursion has already been reported.

The exact position of the enemy units isn't known yet, but we hope to draw them out using bait they will find hard to resist. We'd like you to accompany a convoy of three transports, one of which is supposedly carrying targets of great interest to our rival. If all goes well, the enemy should bite.

Take out all targets as soon as they are in range.

Mission Strategy

Now you are on the other side of the coin, and it is you who gets to set the trap instead of walking into it. Either way the results will be the same—you walk in and blow everything up. Your first targets appear as you do. Quickly take to your guns and begin targeting the multitude of flying units. These go down with relative ease if you can get a good bead on them.

As you explore the cave, jumping MT units enter the picture as well as more flying gun units. Continue to scan the cave, using your radar as guidance until the cavern is free of threat. As long as you kept on the move and acted quickly, you should have no problem clearing this mission with a high rating.

Episode 11—Doomsday Organization

Remake (Mission 1)

Mission Data

Operation Name: Disrupt Military Units
Client: Sumika
Area: Military Training Center
Enemies: MTs/Guard MTs
Objective: Destroy All Targets

Commission Briefing

We'd like you to disrupt Doomsday's military exercises. As far as we can tell, the only purpose for these drills is to collect data for Project Phantasma. Destroy all targets you encounter at the facility.

Mission Strategy

Surviving an attack is so much easier when you have a friendly AC unit to help lighten your load. Once the mission begins, find the larger MT unit that is shelling you with missiles. Once missiles stop raining down on you, it becomes easier to deal with the other MTs and air units, so concentrate on taking the large MT out of the equation first.

When the first wave of threat is gone, proceed to the inner portion of the map and meet up with the friendly AC unit. Staying near her helps draw some fire away from you, enabling you to get off better shots at potential targets. You also find another of the missile-flinging heavy units here. Teamed with your fellow AC, you can end the attack quickly and the mission will end in success.

Extended Side (Mission 2)

Mission Data

Operation Name: Prototype Performance Test

Client: Doomsday Organization

Area: Gal City Office District

Enemies: Guard MTs

Objective: Perform Your Best

Commission Briefing

We need your help to see how the performance of our new prototype stacks up against that of an actual AC pilot. The test will pit both of you against guard MTs dispersed around the city.

You must be in top form during the entire test in order for our researchers to acquire accurate comparison data. We'll look at the number of units each of you destroys to determine whether or not you have performed as needed. The prototype is still in its test stage, so you should come out on top. The duration of the test is three minutes. Use this time wisely.

Remember, your targets are MTs, not the prototype. Destruction of the prototype will result in the immediate discontinuation of the test.

Mission Strategy

This is a true test of your skills as you are pit against one of your own. Simply destroying him would be simple. Instead you have to outperform him in a fight against MTs throughout the city streets. You have three minutes to shine.

Once the test begins, quickly follow the AC down the street to where the first of the MTs can be found. The prototype unit is quick, so a lighter AC unit may be a good idea so you are not left behind. However, use an AC that can carry hard-hitting weaponry. This ensures that even if you are not first to attack, you can deal enough damage to deal the destroying blow, giving you the credit for the kill.

Continue to shadow the prototype, moving in on his targets until the three minutes is up. Look for MTs to appear in alcoves where they bunch up, making it easy to fire without having to wait for a target lock. Use whatever tricks you may have up your sleeve to ensure that you are not shown up by the prototype AC, even if it means moving into his line of fire to block his shots. Good luck!

Reverse Side (Mission 3)

Mission Data

Operation Name: Combat Test

Client: Doomsday Organization

Area: Military Training Center

Enemies: MTs/Guard MTs

Objective: Participate in Test

Commission Briefing

A combat test exercise is scheduled to take place at our training facility. Someone with your expertise would be a welcome addition. There are no weapon restrictions, so equip your AC however you see fit. We'll handle the target assignments. Don't pull any punches. We want the data collected to be as accurate as possible.

Mission Strategy

This mission starts off as training exercise, but quickly turns dangerous. The base where you start is under attack. Looks like it's back to business. Make sure you have a heavy AC with lots of firepower for both ground and air units.

Some MTs are stalking around the base. Mow them down with your heavy laser cannons. They're MTs, so they go down easily. Your biggest challenge is the fighters in the air who buzz around you pelting you with bullets. Roll into the base and get a little cover over your head. This forces your flying enemies to move to the side to get a clear shot on you. Keep your eye to the sky and shoot when you get a lock on them. Keep mowing them down until the last one falls and you successfully complete the mission.

Episode 12—Amber Crown

Remake (Mission 1)

Mission Data

Operation Name: Defend Receiving Base
Client: Sumika
Area: Rectenna Facility
Enemies: MTs/Unknown
Objective: Destroy All Targets

Commission Briefing

Raven, the Rectenna receiving facility is in danger of being overrun by a Domsday strike team. This facility is an important relay station that converts microwave energy into electric power. Domsday must not be allowed to take possession of it.

We're requesting the removal of all hostile forces attempting to occupy the facility and its surroundings. When fighting inside, take care not to damage any of the condensers. The top of the antenna relay radiates high levels of microwave energy; avoid setting your AC down on its surface.

Mission Strategy

This mission provides you with a lot of cover to help keep you alive through the tough aerial assault. Keep undercover, popping out to take aim and shoot down the helicopters as they appear. At times you can get a clean shot through some of the gaps in the ceiling. This can also be used against you, so know your surroundings when moving around the surface.

A larger MT unit comes rushing in at you from time to time while undercover. Be prepared to act quickly and get as many shots in as possible as he rushes for you. When the skies are clear, take the nearby door into an elevator and head down to confront a few ground MTs.

The ground units fall quickly and easily, but beware of the condensers in the room when firing. If too many of them become damaged, the mission will fail. This includes enemy fire, so using them as cover is risky. Dispose of enemies quickly and return to the surface for another wave of aerial assault nearly identical to the first. Hold out, and the mission ends with you as the only mech left standing.

Extended Side (Mission 2)

Mission Data

Operation Name: Destroy Raiding Party
Client: Domsday Organization
Area: Rectenna Facility
Enemies: Guard MTs/Other
Objective: Destroy All Targets

Commission Briefing

One of Amber Crown's main power providers, the Rectenna receiving facility, has come under attack by unidentified units. This has to be an attempt by the corporations to interfere with our organization's movement. They're preparing to level the entire facility.

Corporate backing has played a vital role in the advancement of our research, but time and time again, those providing us with aid have proven themselves unworthy of reaping its benefits.

Head to the facility and prevent it from being destroyed by these simple-minded fools.

Mission Strategy

The attack on the facility has led to the enemy planting 10 bombs throughout the structure. This includes a couple on the ridge, six in the pillars and two in the underground level. In addition to bombs, many guard MTs are crawling throughout. Destroy them as quickly as possible as you search for the bombs to defuse. The plasma rifle is a good choice to make short work of these pesky foes.

Three minutes is all you have to get this job done, so don't waste time playing with your enemy. All the bombs and enemies must be destroyed to pass this mission. Get in and get your job done.

Reverse Side (Mission 3)

Mission Data

Operation Name: Prevent Recapture Effort
Client: Doomsday Organization
Area: Rectenna Facility
Enemies: Unknown
Objective: Destroy All Targets

Commission Briefing

Those who would see our organization brought to its knees are attempting to recapture the Rectenna receiving facility. The installation is highly contested and has been the scene of numerous battles. We've done what we can to prepare it against further attacks. The importance of this facility to the research work we're conducting in Amber Crown cannot be underestimated. We must prevent its recapture at all costs.

The units we have stationed around the facility are but a token force, and would not be able to withstand a large-scale attack. The presence of a Raven is the only way we will ensure victory. Any damage inflicted on the installation would negate the entire purpose of the mission. Keep the enemy units occupied and watch what you shoot at. We anticipate that this will be a long battle; prepare your AC accordingly.

Mission Strategy

A whopping five waves of enemies attempt to crumble this facility around you. It's your job to make sure this doesn't happen. You need to heavily outfit your AC to withstand a lot of damage and to be able carry a lot of ammunition to go the distance. We suggest a tank unit where you can carry four weapons in addition to firing extensions. A good FCS helps here, too, because your enemy comes in waves of flying planes.

Use the provided cover to alleviate return fire, but don't get on top of it or your AC unit will take damage from the condensers.

Wave after wave will pass. Continue to make good, clear, and accurate shots to ensure you have enough ammo to last throughout the mission. The covering's open corners make good vantage points for taking unobstructed shots. It's also more helpful to shoot planes as they fly away from you, so keep an eye on your radar to track the enemy's direction.

Episode 13—Sumika

Remake (Mission 1)

Mission Data

Operation Name: Attack Headquarters
Client: Sumika
Area: Doomsday Organization HQ
Enemies: Guard MTs/Unknown
Objective: Acquire Data/Escape

Commission Briefing

Raven, we want you to carry out an attack on Doomsday's headquarters. It's believed they are nearing completion on a new weapon system, code-named "Project Phantasm." We've decided to intervene before this happens. Our mission is to retrieve plans relating to the project from their computer data banks, and disclose everything.

The computer is situated deep within the complex; getting to it won't be easy. Clear the path down to its location of as many obstacles as possible. This will be an extended mission, so prepare your AC's ammunitions stores accordingly. Weapons can be restocked midway through the mission, but you should still keep a close eye on your reserves.

Mission Strategy

This long mission requires a heavy unit that can carry a lot of ammo and withstand a lot of damage. Enter the facility fully loaded, and head down the series of walkways. Along the way to the computer you seek, you'll encounter many guard MTs as well as armor-piercing turrets. Proceed with caution and take your time, making sure that your AC takes as little damage as possible if you plan to complete the mission in one piece.

The computer is on the lowest floor, so when you come to an opening with platforms leading down, drop to the lowest platform and enter. Find another series of hallways here, as well as the computer in one of the far rooms. However, when you get there, you needn't collect the data yourself. Instead you protect another AC unit while she steals the needed materials. You also can restock your ammunition here.

Now that you have the materials and a fresh stock of ammunition, you need to leave the facility, which is again covered by guard MTs. Backtrack up the climbing platforms to the floor above. At the top, get ready to fight out of the facility.

Outside never looked so good as the door opens to exit. Only the outside is being bombarded with bombs. As if your AC unit hasn't taken enough damage already, you must now fight once more against a handful of MT units while bombs rain down from the sky. To better your chances, first seek safety from the bombs by moving to the left or right away from the door. Now you only have the MTs to worry about. When the final one has fallen, the level finally ends.

Extended Side (Mission 2)

Mission Data

Operation Name: Escort Phantasma Transport
Client: Doomsday Organization
Area: Loop Line Junction
Enemies: Unknown
Objective: Escort Transport

Commission Briefing

We're currently in the process of moving all documents relating to Project Phantasma from the ruins of our old headquarters to a new location. Please escort the vehicle involved.

Most of the equipment used in the project was lost, but that can easily be replaced. The actual research data, on the other hand, is priceless beyond measure. Once the research is complete, we will gain something we don't have now...power. And it is only with this that we can hope to bring change to our ruined world.

Help us realize our dream.

Mission Strategy

Once again you are in charge of escorting a transport through Loop Line Junction. This time however, you spend your time engaged in combat with MT units until Stinger appears for a battle.

Follow the transport, fighting the MTs that appear along the way. Many of them have missile attacks, so using an AC with decent armor points is a good idea. When most of the MTs have been destroyed, and the transport gets near the end of its line, Stinger shows up again, but this time he'd like to fight.

Stinger is quick and uses a lot of inside parts to intercept missile attacks. He also likes to use his blade attack, which becomes his weakness. As he comes after you, backpedal for sure shots, taking away the need to get a lock-on. As big as he is, not even Stinger can withstand your awesome firepower. Continue to unload all you have until he has had enough and flies off.

Episode 14—Phantasma

Remake (Mission 1)

Mission Data

Operation Name: Confrontation
Client: Sumika
Area: North Highland
Enemies: Phantasma
Objective: Destroy Phantasma

Commission Briefing

Raven, we've just learned that Stinger has stolen the new weapon system, Phantasma. He's currently hiding in the North Highland along with remnants of the Doomsday Organization. His ultimate objective is unknown, but we cannot let him retain possession of this technology.

Take him out....that is all.

Mission Strategy

Finally, this is your chance take out Stinger once and for all. After your first two meetings, he fled the scene before you could finish the job. It's time to put an end to this saga. Your AC will take a lot of damage in this fight, so prepare yourself with a heavier unit with high firepower potential and maneuverability to escape the attacks of Stinger. Powerful laser cannons for your shoulders give you extra power, and grenade launchers for your hands give you a lot of power without draining your energy.

Before Stinger shows himself, fight through the familiar MTs that are strewn about the terrain. The larger units shoot missiles into the sky, tearing through your armor points as they land. Take out these units first, then concentrate on the smaller MTs. Doing this clears the area for the next battle. Save one of the small stationary targets for last so you can hide behind a snow dune while your energy recharges.

When all the other enemies are gone, Stinger flies in over the snowy cliff in the distance. Roll up close to the cliff to meet him and start firing with your cannons as soon as you see his black shape. He has some quick side moves that he'll try to use to get out of harm's way, so keep your sight lock on him and fire. It won't take long for you to have your armor go below 50 percent, but that's why you brought the heavy AC. As you battle, use the snowy cliffs to block laser blasts he fires at you. Keep pounding him until you finally defeat him.

Extended Side (Mission 2)

Mission Data

Operation Name: Destroy Phantasma
Client: Sumika
Area: North Highland
Enemies: Unknown
Objective: Destroy Phantasma

Commission Briefing

We're not sure how they managed it, but elements of the Doomsday Organization are still in possession of a Phantasma prototype. It seems they are cooperating with one of the corporations to keep the project alive. This is a nightmare waiting to unfold; we must take action. We've pinpointed the location of the facility where the project is being housed. Head there immediately and finish this off.

Mission Strategy

In this mission, enemy fire bombards you from the sky and from the snowy surface. Use a heavy AC with weapons that are powerful yet have a lot of ammo. There are a lot of enemies, and it's easy to run out of ammo.

After the mission starts, stay where you are: between the snowy cliff and the snow dune. Alternate your fire from planes to ground MTs and back again. The best time to hit the planes is right after they turn around to do a fly by over your head again. The ground MTs are really fast, so don't waste ammo trying to hit them as they speed across the snow. Instead, wait for them to get stuck against the icy cliff, then let them have it.

Keep hitting the planes and ground forces in order to knock out all the waves. Just when you think the fight is over, two more MTs show up to ruin the party. Stay in the same spot you've been fighting. This keeps your back covered from one enemy while you take out the other. These new enemies might look tough, but all it takes are a few powerful shots to break them. Take out one and then the other to finish the mission.

Episode 15—Disorder

Remake (Mission 1)

Mission Data

Operation Name: Mop Up Chrome Remnants
Client: Murakumo Millennium
Area: Chrome Military Base
Enemies: Unknown
Objective: Destroy All Targets

Commission Briefing

This is a special announcement to inform all Ravens of Chrome's dissolution. Their plans to conduct a military coup using new MT technology will never be realized.

As for Chrome's remaining assets, all of these will be brought under Murakumo's control and kept in our possession until appropriate uses are found for them. Now that the confrontation is over, situations requiring the use of Ravens will likely diminish. Hopefully this is a sign that mankind is moving toward a peaceful future.

Until then, there is still work to be done. We'd like you to carry out a thorough investigation of a Chrome military installation where a small group of holdouts is believed to be hiding. Eliminate any resistance encountered during your search.

Mission Strategy

Enter the base as you are dropped into position. This is a pretty straightforward clean-up mission where you simply follow the corridors, sweeping the area clean of all remaining MTs. There are many to go through, but with a gun such as the devastating plasma rifle, you will melt through them until you get the signal to return outside. Backtrack out.

Just when you thought your work was done, a giant AC unit appears with more firepower than you can shake a stick at. Thank goodness you took very little damage cleaning the facility of MTs, right? Circle-strafe around the giant beast while unloading everything that you have in his direction. If you have an inside intercepting part, use it as the multiple missile attack is heading in your direction. Withstand the practically unavoidable damage, and the large AC unit will fall to heavy fire from your heavy AC unit.

Extended Side (Mission 2)

Mission Data

Operation Name: Destroy Resistance Group

Client: Murakumo Millennium

Area: Chrome Military Base

Enemies: Unknown

Objective: Destroy All Targets

Commission Briefing

It appears that our previous operation to mop up the last remnants of Chrome wasn't entirely successful. We've received numerous reports of attacks on airborne transports in the area around Chrome's military installation. Someone is clearly using it as a base of operations.

The investigation team sent to look into the matter met heavy resistance at the hands of an unidentified force. This group is probably responsible for the earlier attacks as well.

Leave for the base immediately and destroy any opposition you encounter.

Mission Strategy

The resistance is heavy on this mission from the second you begin. You're surrounded by MTs, so quickly start taking them out one by one while trying to avoid taking damage. Simple, right? Bring a heavily armored AC unit just to be safe.

The MTs surround you, making it hard to escape gunfire. Use strafe techniques and keep moving to make yourself harder to hit as you clear the area of remaining MTs. When all is clear, a large AC, Sledgehammer, enters the scene. As you did in previous encounters with AC units out in the open, strafe around the target, making him miss while making it easier for you to hit.

Should Sledgehammer stay in the cove in which he appears, stay along the ledge above him, shooting down at him when he comes into view. This helps keep his return fire to a minimum, and puts the odds slightly in your favor.





Arena Opponents



After you beat the game, the Free Arena unlocks. There you can fight different ACs found in the game. The list of ACs that you can go up against changes depending on what rank they achieve as you play through the game. This section provides information and stats on the different opponents.

AC Customization

Most of the Arena battles can be won with brute strength. A heavy AC unit with high AP and powerful weapons can cut through almost anybody. But if you're going to go big, you have to go all the way.

Go with heavy tank for the legs and a large core for the body. Use high-powered laser or plasma cannons for your shoulder weapons and powerful grenade or laser rifles for your arms. Make sure that most of your weapons have good range, because you'll want to keep your distance so a quick enemy can't take advantage of your slow speed.

This AC setup allows you to take a lot of hits while being able to dish out some long-distance punishment of your own. This setup won't work against every opponent you face, but it's a good start.

Arena Venues

You'll face your opponents on different arenas. They can be indoors or outdoors, can have lots of room to move or be confined, and can have little or no cover. Large arenas give you the advantage to get in a lot of long-range shots before your opponents get close. By the time they get to you, just plug them with a few more hits to finish them off. Smaller enclosed arenas can be a great place to fight the more mobile opponents. They don't have much room to move around in and they can get stuck on a wall where you can pound on them with your heavy guns. Whatever arena you fight in, be sure to use its features to your advantage.

Note

The opponents are listed the way they are first ranked in the game.

Opponents

Pilot: Genobee



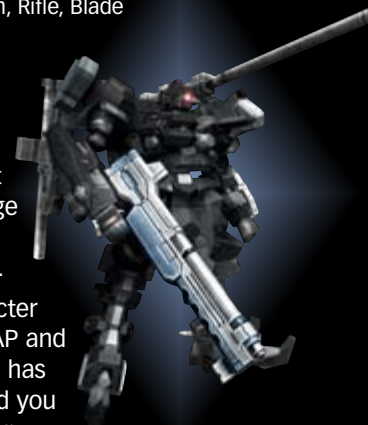
AC unit: Dual Face

Weapons: Cannon, Rifle, Blade

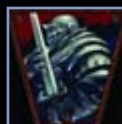
Analysis

A middleweight AC design equipped with weapons that enable it to effectively engage targets at any range, Dual Face is not to be trifled with.

When you fight this character you better have some high AP and powerful weapons. Genobee has great mobility and can pound you with his weapons. Your opportunity for revenge comes when he hits a wall and temporarily stops. When he does, pound on him with high-powered cannons and arm weapons to drop him.



Pilot: MxS7HGS



AC unit: Iron L-OW75

Weapons: Rifle, Cannon, Missile

Analysis

This heavyweight tank-leg design incorporates a variety of high-firepower weapons. The pilot is an adept tactician and a fearsome adversary.

One of the toughest opponents you can face, MxS7HGS has a high AP unit with dangerous weapons. Going toe-to-toe with him is not recommended. Use an AC with some quickness to avoid his onslaught and to get yourself into position to get in some good shots of your own. His own slow, heavyweight design will be the death of him.



Pilot: Dr. ?



AC unit: Brain Wash

Weapons: Sniper Rifle, Machine Gun, Missile

Analysis

This AC features a highly mobile reverse-joint design. The pilot is a skilled aerial combatant who uses the AC unit's sniper rifle to great effect.

Dr. ? is a quick opponent who tends to bounce around a lot when he gets in close, making him a hard target. Using a lightweight AC makes you more mobile, helping you to avoid his fire and prevent him from getting behind you. If you use a heavy AC, keep your distance to get better shots and keep your target in front of you.



Pilot: Jack-O



AC unit: Foxeye

Weapons: Laser Rifle, Rifle, Missile

Analysis

This heavyweight AC's mobility is enhanced by the inclusion of an over boost core and turn boosters. The unit's firepower is exceptional.

Jack-O has some heavy firepower with his large missile. Using a light-weight AC can get you in close to avoid the fire. A heavy AC will take the punishment, leaving you plenty of opportunities for payback from a powerful laser cannon.



Pilot: Celestial



AC unit: Astro-Physics

Weapons: Bazooka, Cannon, Missile

Analysis

This hover AC design is constructed to maximize both speed and mobility. The unit equips a variety of weapons that enable multi-range combat.

Celestial is a fast AC that can start firing on you from a good distance. Stay mobile to avoid the missiles that come raining down on your head while keeping the AC in your sights. As you move, wait for your opponent to come to a stop, then unload with your cannons to punch some holes in its shell.



Pilot: Crow



AC unit: Sight Hawk

Weapons: Laser Rifle, Machine Gun, Missile

Analysis

This lightweight AC design was built for fast-paced aerial combat. Its quick maneuvering ability often makes targeting frustratingly difficult.

As the name suggests, this opponent spends most of his time up in the air, making it extremely difficult to hit. A large, slow AC is definitely the wrong choice for this mission because Crow will fly in fast and pound you into submission very quickly. Use a quick AC to match his speed and use a weapon with homing capabilities to get a good lock.



Arena Opponents

Pilot: Bolt



AC unit: Thunder Strike

Weapons: Laser Rifle, Cannon, Blade

Analysis

This reverse-joint leg design equips a variety of energy-based weaponry. It performs well in both mid- and close-range engagements.

This quick AC will try to hop circles around you so keep at a distance. Up close it can be tough to get a lock on him. Also he doesn't have good long-range weapons, so keep your distance and get in a lot of free shots without worry of retaliation.



Pilot: Pin Fire



AC unit: Bullet Life

Weapons: Machine Gun, Missile, Cannon

Analysis

This mobile quad-leg design leans toward close-range combat. Multiple rapid-fire weapons and additional ammo storage round out the unit.

Pin Fire is a quick AC that likes to move in fast and close and then jump around. Move around and keep some distance between the two of you so he doesn't get behind you to do some damage. He'll unload a barrage of missiles at you, so take an AC with a lot of AP. Shoulder cannons are powerful enough to take him out of the competition without too much trouble.



Pilot: Merc



AC unit: Wily Tank

Weapons: Rifle, Missile, Cannon

Analysis

This heavily armored tank-leg AC design sports a well-rounded complement of weaponry. The pilot is skilled at correctly gauging opportune moments to strike.

Merc pilots a powerful fortress with some heavy duty armor and weapons. If you go toe-to-toe with this beast, bring an AC with high AP with an EO function. Use grenade and laser rifles for your arm weapons, and powerful laser cannons for your shoulders. With your EO function, arm weapon, and shoulder weapon all firing simultaneously, you should have no problem taking down this opponent.



Pilot: Principal



AC unit: Sundial

Weapons: Sniper Rifle, Missile, Rifle

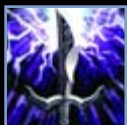
Analysis

This hover-based AC design was built to excel in long-range combat. The pilot prefers engaging targets with missiles before finishing them off with the sniper rifle.

Principal will unload on you from long range with her missiles and sniper rifle. Take a heavy tank AC with powerful long range cannons so you can compete. You can go shot for shot with her, but because you have better weapons and more AP, this is an easy fight.



Pilot: Tatara



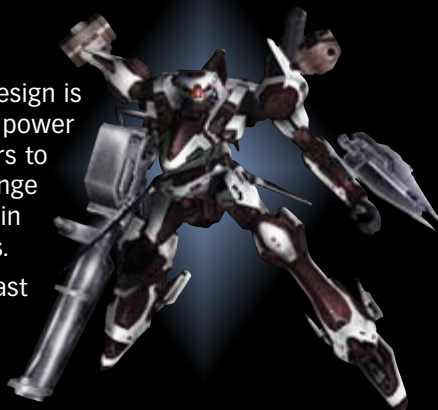
AC unit: Zanba

Weapons: Bazooka, Blade, Missile

Analysis

This lightweight AC design is equipped with a high power blade. The pilot prefers to engage from close-range and is quick to move in on unwary opponents.

Tatara is way too fast to fight with a heavy AC. He'll just fly circles around you and pick you apart. You have to match speed for speed for this one. Use a missile intercept system to take that weapon away from him and try to keep some distance from him to avoid his blade.



Pilot: Turmoil



AC unit: Brimstone

Weapons: Other, Rocket, Inside

Analysis

This AC design incorporates thermal stress inducing weapons. Combat is limited to close range due to the pilot's preferred weapon loadout.

Turmoil likes to get in close where he can do some damage. Use an AC with some mobility to avoid the powerful rockets that he tries to bombard you with. Get hit too many times and your AC will pay the price. As you dodge incoming fire, use powerful laser and grenade cannons to take away his AP.



Pilot: Zabas



AC unit: Scarlet Skull

Weapons: Rifle, Hand Gun, Inside

Analysis

This AC is designed for quick hit-and-run maneuvers. Skilled rifle attacks combined with expert ECM deployment make this an opponent to be wary of.

Zabas needs to get in close to fight you, giving you plenty of chances to blast him from far away with energy cannons before he even gets close enough to attack. When he gets in close, you see him hopping up and down. Wait for him to hit the ground then fire for a direct hit. Keep up the attack until his AC is destroyed.



Pilot: Starstruck



AC unit: Dazzle

Weapons: Laser Rifle, Missile

Analysis

This reverse-joint leg design equips an energy-based weapon arm part. The pilot uses extension energy packs to maintain the unit's combat readiness.

Starstruck hops forward as soon as the match starts. Use long-range weapons to unload on him every time he lands to do some damage before he gets close. A missile intercept system takes care of a lot of the incoming fire while your heavy AC absorbs the rest of the damage. Keep your target in front of you and blast away until his AC crumbles apart.



Arena Opponents

Pilot: Caspian



AC unit: Raging Torrent 111

Weapons: Hand Rocket, Cannon, Inside

Analysis

Heavyweight two-leg AC built to carry some of the most hard hitting weapons. Ammunition is limited, but is offset by the pilot's precise targeting.

This AC doesn't have great speed, mobility, AP, or firepower. Face this opponent head on and fire away and because he doesn't have great speed, almost every shot should connect.



Pilot: Thrasher



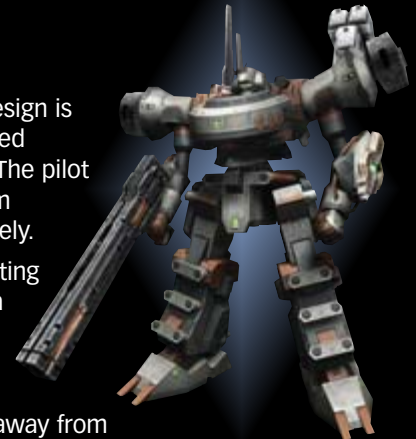
AC unit: Ferrum Slave

Weapons: Laser Rifle, Missile, Blade

Analysis

This heavyweight AC design is equipped with a balanced selection of weaponry. The pilot can engage targets from multiple ranges effectively.

Thrasher is a hard-hitting AC opponent who has a heavyweight AC unit. The good thing about that is that he doesn't have the moves to get away from your attacks. Beef up your AP and equip some powerful long-range weapons such as missiles and cannons. You can get in some good shots before he gets close enough to retaliate. Keep up your bombardment and he'll be toast in no time.



Pilot: Snap



AC unit: Kraken

Weapons: Shotgun, Cannon

Analysis

Pilot utilizes the unit's quad-leg mobility to maintain close-range combat while unleashing devastating shotgun blasts on those too slow to react.

Snap tries to use his quickness to avoid your fire. But his quickness will be his downfall if you fight him in a small arena because he's sure to get stuck against a wall, making him an easy target. Bring a heavy AC with powerful laser and grenade cannons to destroy this lightweight opponent.



Pilot: Vernhunt



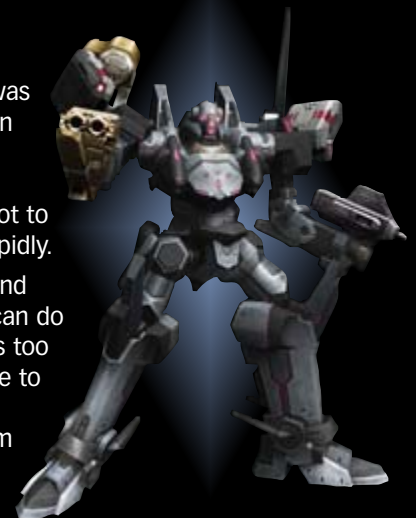
AC unit: Great Den

Weapons: Pulse Rifle, Missile, Machine Gun

Analysis

This middleweight AC was designed to persevere in extended combat situations. The unit's mobility enables the pilot to strike and disengage rapidly.

Vernhunt is a quick and mobile opponent who can do some damage if he gets too close. Keep on the move to keep him in your sights where you can blast him with your laser rifles and energy cannons.



Pilot: Queen Crafty



AC unit: Watcher

Weapons: Pulse Rifle, Missile

Analysis

This hover-leg AC design focuses on long-range combat. The pilot switches between weapons depending on the AC's available energy.

Queen Crafty is just that, crafty. She has pretty good mobility and uses her missiles to try to pound you from far away. Use a good anti-missile system and bring some heavy weapons to unload into her.



Pilot: The Duke



AC unit: Blood Pledge

Weapons: Laser Rifle, Cannon, Inside

Analysis

This quad-leg AC design is well-suited for close-in combat. The pilot alternates between equipped weapons depending on the unit's energy reserve status.

The Duke doesn't have much quickness, making him an easy target. Use a heavy AC with powerful shoulder cannons to blast him from far way after the match starts. After he gets in close he'll try to move to the side to avoid your fire, but it's easy to track him and unload with your weapons.



Pilot: Bail Out



AC unit: Ruin

Weapons: Cannon, Dual Shoulder

Analysis

The heavyweight two-leg AC design has exceptional firepower but limited mobility performance. Although slow, the unit is not to be underestimated.

This AC is a destroying machine that can inflict a ton of damage if you're not quick enough. Fight this opponent with an AC that has the speed to hit and run. Bail Out's shots aren't too difficult to avoid, but if they hit, you're bound to overheat.



Pilot: H/O/Z



AC unit: Inferno

Weapons: Cannon, Missile

Analysis

This middleweight AC design equips heavy firepower weapon arms. The unit is highly mobile and its pilot uses this to great effect against the unwitting.

This AC can move around a bit, but not enough to give you any real fits about targeting. And its armor won't hold up against some strong cannon fire. Bring a missile intercept system, keep your distance, and fire away to make this a quick battle.



Arena Opponents

Pilot: Pascal-888



AC unit: Catfish

Weapons: Bazooka, Missile

Analysis

The reverse-joint leg design is equipped with multiple solid shell weapons. The pilot prefers to engage targets while the unit is airborne.

Pascal-888 has the need to be in the air, where he likes to rain missiles and shells down on you. Being airborne makes him a more difficult target, but he doesn't really have that much speed. When he lands you have lots of time to blast him. Use a heavy AC with a missile intercept system for added protection.



Pilot: Corpse Fool



AC unit: Dark Charm

Weapons: Sniper Rifle, Inside, Blade

Analysis

The lightweight two-leg AC design was built to emphasize mobility and speed. The pilot utilizes electronic countermeasures to defeat lock-ons and minimize damage.

Bring a heavy AC with some powerful laser cannons to this party. Slow him down with some quick hits to overheat his system. His lightweight design makes him a quick victory for you after that.



Pilot: Oscillate



AC unit: Fury

Weapons: Missile, Hand Missile, Laser Rifle

Analysis

This hover-leg AC design is capable of high-speed attack maneuvers. The pilot prefers to maintain fixed range combat and uses missiles to keep opponents at bay.

Oscillate is a fairly light-weight opponent who doesn't really move around too much. Take a high AP AC with some powerful cannons. Get off some well-aimed shots and take him down quickly.



Pilot: Castoff



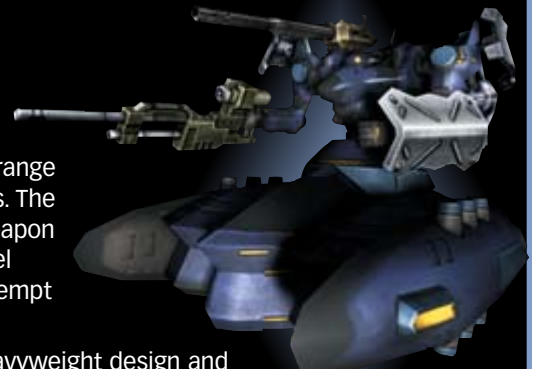
AC unit: Sad Smile

Weapons: Sniper Rifles, Cannon, Inside

Analysis

The heavy-weight tank-leg design stresses long-range combat tactics. The unit's orbit weapon is used to repel those who attempt to close in.

With his heavyweight design and long-range attack, Sad Smile won't mind going toe-to-toe with you. Unfortunately for him, you can bring stronger weapons than just sniper rifles. Keep your distance and let your cannons loose.



Pilot: Triturate



AC unit: Vigilance

Weapons: Laser Rifle, Cannon

Analysis

This middleweight quad-leg AC design is equipped with multiple energy-based weapons. The unit can dish out substantial damage but uses a great deal of energy.

Unload your powerful cannons at Triturate. He's not quick, making him a pretty easy target, especially from far away, before he has time to fire back. His powerful weapons can do some damage, so be sure to stay on the move.



Pilot: Ammo



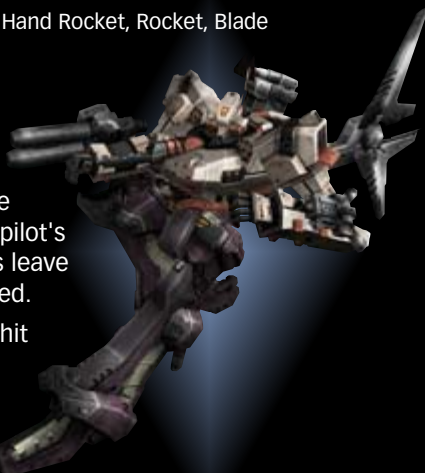
AC unit: Birth Bomb

Weapons: Hand Rocket, Rocket, Blade

Analysis

This middleweight AC design is equipped with multiple rocket launchers. The pilot's manual targeting skills leave something to be desired.

Birth Bomb tries to hit with his rockets from afar. Simply strafe to the left or right when you see them coming to avoid them. They are not that fast, so you don't need great speed to get out of the way. As you do so, fire a cannon at him and win the match in almost no time.



Pilot: Ms. Wheeling



AC unit: Talisman

Weapons: Rifle, Rocket, Inside

Analysis

The reverse-joint leg design is equipped with a hover booster for aerial combat maneuvers. The pilot prefers to attack with the unit's rifle while airborne.

Fast and mobile, Ms. Wheeling really gets around. Use an AC that has a little mobility to avoid her rockets, but one that is still strong enough to use some heavy weapons for far away hits. Backpedal as you fight her to keep your distance and keep your target in front of you. Her weapons aren't that great.



Pilot: Call Limit



AC unit: Hot Rod

Weapons: Machine gun, Hand gun

Analysis

The hover-leg design sacrifices everything in the name of speed. Equipped weapons are limited to a hand gun and a light-weight machine gun.

Given the opponent's low AP and minor weapons, this should be an easy fight. Enter this battle with a heavy AC because you won't need to move around much, and equip some powerful weapons such as the bazooka and laser cannons.

Unload on him right away with everything you've got. He won't get a chance to move around a lot as he tries to get close to you, leaving him a sitting duck.



Arena Opponents

Replacement Opponents

The following arena opponents enter the ranking system as you knock other ACs out of the competition.

Pilot: Sorcerer



AC unit: Banshee

Weapons: Machine Gun Arms

Analysis

This AC doesn't put up much of a fight with its machine gun arms. It will fire at you, but you can take it. Use an AC with high AP and load up with some powerful weapons. When you start, take the fight to your opponent. Fire away with your laser cannons until it bursts into flames.



Pilot: Perfume



AC unit: Viper

Weapons: Blade, Pulse Rifle, Missiles

Analysis

You might feel bad turning this pretty pink AC into charred black metal. But if you don't fight, you'll end up with a busted AC. She's fast but her mobility is still limited enough for you to track her with your weapons. Unload on her with some heavy weapons like the laser cannons and grenade launcher to finish her off.



Pilot: Code: VAN



AC unit: Banner

Weapons: Missile, Shotgun

Analysis

This opponent packs a punch. Rolling on its tank treads, it carries some heavy firepower and allows it to keep some high AP. This high AP allows it to hang around longer and gives it more opportunities to take you out. But because of its heavy frame, it lacks mobility, leaving it vulnerable to a circle-strafe attack. Keep out of its line of sight and keep up the fireworks to take it out.



Pilot: Free Reign

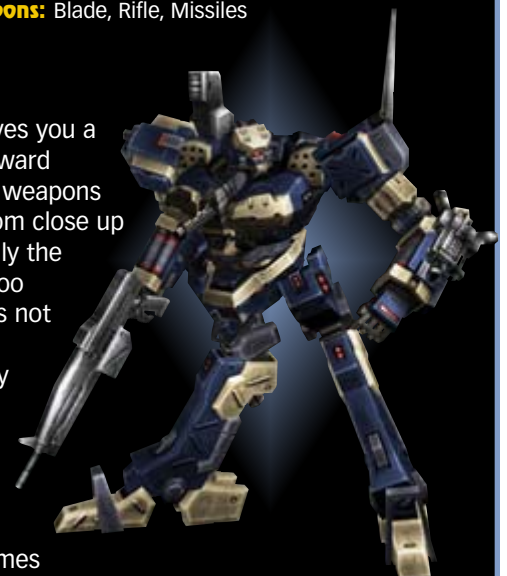


AC unit: Phantom

Weapons: Blade, Rifle, Missiles

Analysis

This opponent gives you a pretty straightforward fight and has the weapons to engage you from close up or far away. Luckily the weapons aren't too powerful and he's not that quick on the draw. Use a heavy AC with lots of firepower to quickly overwhelm your opponent. His AC will burst into flames in no time.



Pilot: Mystic



AC unit: Bell

Weapons: Machine Gun, Missile, Blade

Analysis

This middleweight two-leg AC design is equipped with a machine gun, blade, and missile launcher. The unit's all-around design is an example to follow.

Bell might have an all-around good design, but he isn't too fast and his weapons aren't that great. Use a high-powered AC to break him.



Pilot: Moody Moon



AC unit: Portal

Weapons: Blade, Rocket

Analysis

This lightweight AC design has devastating close-in attack capabilities. Rockets engage when the distance to a target widens.

Keep your distance from this AC to avoid its blade attack and make sure you move to avoid its rockets. Portal is not that quick, so you should have plenty of time for some easy shots.



Pilot: Rooster



AC unit: Squawk Box

Weapons: Torpedo, Missiles

Analysis

This opponent would like nothing more than to keep you at a distance and pound you with his missiles. Take an anti-missile system into this fight to reduce the number of missile hits you take. Then get in close to disrupt his firing and to get better shots on him. Keep a steady aim on him as he moves about the area and unload when you get your shot.



Pilot: Agitator



AC unit: Fireburst

Weapons: Cannon, Laser Rifle

Analysis

This tank-leg AC design is equipped with parts that maximize AP. The unit is most effective when engaged in long battles where durability is the deciding factor.

Agitator has some high AP so it's going to take a lot of powerful shots to put a dent in his armor. You have two choices when fighting this opponent. The first is to go lightweight and fly circles around him while you attack. The second is to beef up your AP and weapons. Just pound on him and even his armor will fail.



Arena Opponents

Pilot: Shaky



AC unit: Peacemaker

Weapons: Bazooka, Blade

Analysis

This lightweight AC design is loaded out with dual bazookas and a stored blade. The pilot takes awhile to get warmed up and is usually slow out of the gate.

Shaky can strafe to the side pretty quickly when he gets close. In tighter arenas he'll hit the side, giving you plenty of opportunities to bust him with your big guns. In longer arenas you have plenty of time to hit him in the distance. With his lightweight AC he'll lose pretty quickly.



Pilot: Evangel



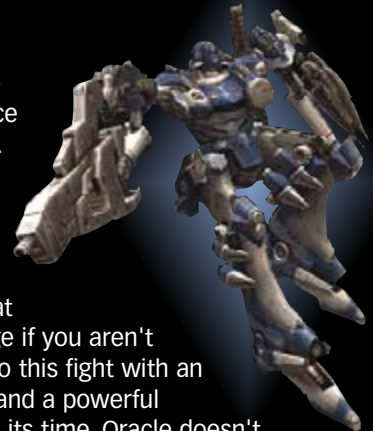
AC unit: Oracle

Weapons: Rifle, Missile, Cannon

Analysis

The middleweight fuselage design incorporates a good balance of practical weaponry. The unit's pilot is highly skilled and an excellent combatant.

Oracle has some dazzling firepower that can do a lot of damage if you aren't prepared for it. Go into this fight with an AC unit with high AP and a powerful weapon that can take its time. Oracle doesn't move around that much so you plenty of time to put the beat down when he tries to fire at you.



Pilot: Ω



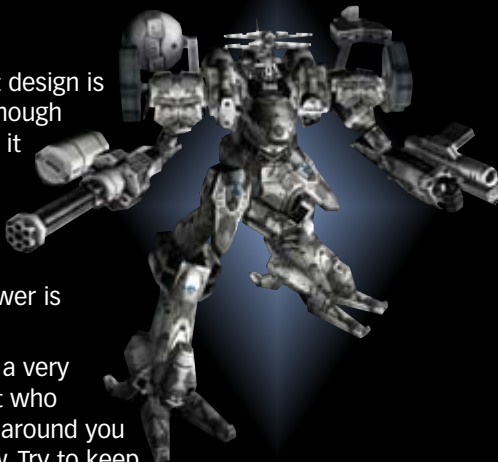
AC unit: Clown Face

Weapons: Machine Gun, Missile, Cannon

Analysis

The reverse-joint design is equipped with enough weapons so that it operates right at the edge of its mobility performance. The unit's firepower is impressive.

Clown Face is a very mobile opponent who will jump circles around you if you're too slow. Try to keep your distance to avoid having him get behind you and to avoid the weapon pods he deploys.



Versus Battle Tips

This game has multiple ways to play against human opponents. You can play on the same television using a split screen, or hook up multiple systems/televisions using either the network or i.link connection methods. This section gives you advice and tips on how to play against your human opponents.

Preparing For Battle

Before you go challenging everyone you know to a battle in versus mode, it's important to know what you're doing. Use this knowledge as a base to build on as you play against more human opponents and follow the road to becoming a better fighter.

Get Experience

Play through the different missions before taking on a friend in a one-on-one challenge. The missions teach you the fundamentals of playing with an AC against computer opponents, and you can use these techniques against your human opponents.

Playing through the game also teaches you how to face different weapons, AP ratings, and movements. Learning how an enemy acts and how you'll react is important information to take into battle, even if they are just computer opponents.

Playing through the game also gives you access to the different weapons and parts of the game. You can use them in different fights and situations and see which suit you best. Use this battle experience when deciding how to build up your AC.

Building Your AC

A deciding factor in a battle is how well your AC is built. Do you want it to be lighter and more agile, or do you want it to be heavier with more weapons? Design your AC based on how you play and how your opponent plays. Don't be afraid to get creative or to change designs. Sometimes change can be the difference between winning and losing.

In-game Considerations

After you prepare yourself for battle, start the match. You might be an experienced pilot, but each new match holds new challenges. It's time to prepare for what happens during the match.

Terrain

Each map has unique physical features and conditions. Some have wide-open areas with a bright, sunny sky overhead. Some take place in smaller indoor venues. Some have cover for you to hide behind and some leave nowhere to run. It's your job to take advantage of the terrain.

If you like using long-range weapons, play in a big area where you can keep your distance. If you like using close-combat weapons, choose smaller venues so you can get close quickly.

Use the area's other physical aspects to your advantage as well. Duck behind anything you can use for cover, such as buildings or sand dunes. From your cover, you can pop out and fire, only to return to your cover when things start to heat up.

Ammo

When you battle a human opponent, you're not going to get the predictable shots you would get against a non-human opponent. Because these human opponents move differently, you're probably going to take more shots because you'll miss a lot more. It's important to keep track of how much ammo you have. You don't want to get into a heated match only to use up all your ammo early. Be patient and wait for good shots. With any luck, your opponent will run out of ammo and be a sitting duck for you to take out at your leisure.

Predictability

All too often players find patterns of attack that work for them, and they use them over and over again. While the victories are great, they give away your strategy and eventually clue in your opponent as to how to beat you. Mix up your style of play to keep your enemies on their toes. Not only does this keep them guessing about what you're going to do next, it also keeps them from learning your best moves and using them against you.



Inventory

There are hundreds of different pieces of equipment you can use to build your AC. It is important to build a powerful AC unit, whether you are going for a heavy unit with lots of firepower or want to stay light and speedy. Before you invest too much into different parts, plan ahead and decide which kind of AC you want to make. Check this section to see if the parts you want fit your needs.

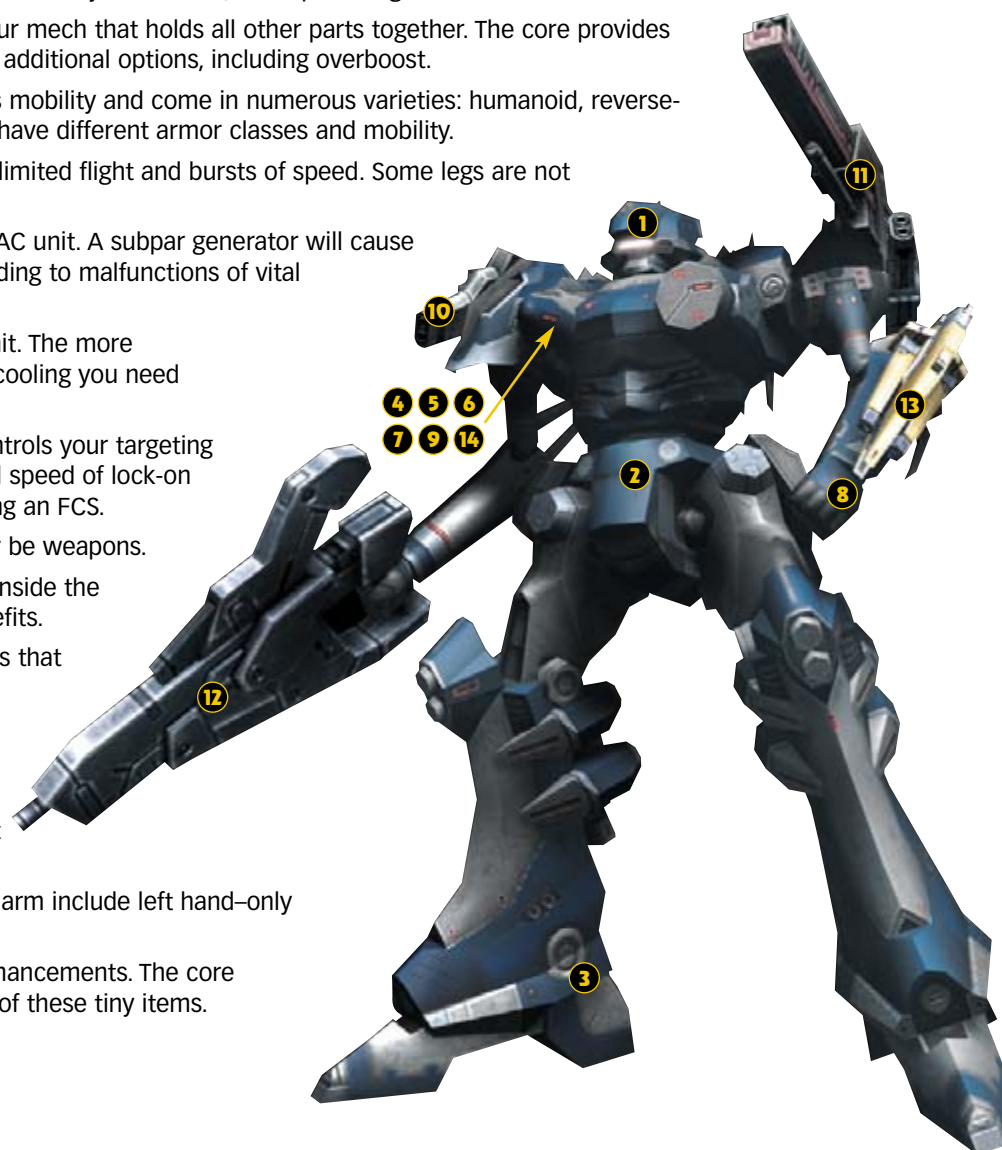


Note

This section covers equipment found in both Evolution and Revolution.

Building an AC Unit

1. **Head:** The head is the information processor of your AC unit, often providing radar.
2. **Core:** The core is the center piece of your mech that holds all other parts together. The core provides most of your armor and can have many additional options, including overboost.
3. **Legs:** Legs are responsible for your AC's mobility and come in numerous varieties: humanoid, reverse-jointed, quadruped, hover, and tank. All have different armor classes and mobility.
4. **Booster:** The booster is responsible for limited flight and bursts of speed. Some legs are not compatible with boosters.
5. **Generator:** The generator powers your AC unit. A subpar generator will cause your unit to suffer power shortages, leading to malfunctions of vital actions.
6. **Radiator:** The radiator cools your AC unit. The more heat-intensive parts you use, the more cooling you need to prevent overheating.
7. **FCS (Fire Control System):** The FCS controls your targeting and lock-on ability. Range, accuracy, and speed of lock-on are all factors to consider when choosing an FCS.
8. **Arms:** Arms can either hold weapons or be weapons.
9. **Inside:** These small devices are placed inside the core to provide a range of optional benefits.
10. **Extension:** Extensions are shoulder parts that provide a variety of functions including shields and additional weaponry.
11. **Back Unit:** Back units provide additional weaponry or radar functions.
12. **Arm Unit R:** The items used in the right arm are often your main weaponry.
13. **Arm Unit L:** The items used in your left arm include left hand-only weaponry including blades.
14. **Optional:** Optional parts are AC unit enhancements. The core determines the number and availability of these tiny items.



Inventory: Head

Head parts can be both simple and complex. The best heads serve as good radars with mapping abilities, while others provide excellent defense. Choose your head to best suit your needs. Having a head with a good radar eliminates the need to use a separate back-mounted radar in its place.

Head Parts	Manufacturer	Price	Weight	Energy Drain	AP	Def Shell	Def Energy	Cooling	Com Type	Auto Map	Stability	Radar	Bio Sensor	Night Vision	Radar Range	Scanning Interval	Missile Sensor	Bio-Sensor	VS ECM
Part Name																			
CR-H69S	Crest	—	145	218	809	151	128	274	Standard	None	346	None	Incl.	None	—	—	—	—	203
CR-YH70S2	Crest	35,500	197	194	909	167	155	361	Standard	Incl.	351	None	None	None	—	—	—	—	318
H01-WASP	Mirage	40,000	228	241	925	179	141	325	Standard	None	305	None	None	Incl.	—	—	—	—	246
CR-H72S3	Crest	41,700	179	330	835	161	158	380	Detailed	Incl.	351	None	None	None	—	—	—	—	295
CR-H73E	Crest	49,500	230	556	793	146	177	267	Special	Incl.	392	Incl.	None	None	290	55	None	None	441
H02-WASP2	Mirage	52,000	262	398	817	180	135	358	Standard	None	324	Incl.	Incl.	Incl.	250	49	Incl.	None	391
CR-H81S4	Crest	54,500	241	222	890	183	171	411	Detailed	None	360	None	None	None	—	—	—	—	271
H03-BEETLE	Mirage	62,000	468	180	1,034	251	145	433	Standard	None	298	None	None	None	—	—	—	—	228
CR-H84E2	Crest	60,000	286	411	851	160	161	400	Special	Incl.	396	Incl.	Incl.	Incl.	410	28	Incl.	Incl.	433
H04-CICADA	Mirage	60,000	110	201	830	147	151	314	Detailed	Incl.	358	None	Incl.	Incl.	—	—	—	—	336
CR-YH85SR	Crest	64,800	315	383	924	190	188	285	Special	Incl.	389	Incl.	Incl.	Incl.	340	36	None	None	390
H05-HORNET	Mirage	67,000	387	420	900	179	183	395	Detailed	Incl.	358	Incl.	None	Incl.	400	24	None	None	406
YH06-LADYB	Mirage	72,000	435	248	986	228	165	461	Standard	None	315	None	None	None	—	—	—	—	388
CR-H97XS-EYE	Crest	73,300	189	470	798	168	185	303	Special	None	412	Incl.	None	Incl.	420	31	None	None	417
H07-CRICKET	Mirage	77,000	177	599	825	158	250	266	Detailed	None	379	Incl.	None	None	390	46	None	None	474
YH08-MANTIS	Mirage	90,000	296	550	777	177	177	405	Standard	None	328	Incl.	Incl.	None	710	13	None	Incl.	426
H09-SPIDER	Mirage	92,000	343	304	875	171	237	377	Detailed	Incl.	364	Incl.	Incl.	Incl.	260	51	Incl.	None	317
CR-H95EE	Crest	95,800	179	707	699	103	208	258	Special	Incl.	444	Incl.	Incl.	Incl.	550	8	Incl.	Incl.	491
H10-CICADA2	Mirage	100,000	288	425	940	160	222	419	Detailed	Incl.	374	Incl.	Incl.	Incl.	530	21	Incl.	Incl.	503
CR-H98XS-EYE2	Crest	103,300	330	537	811	192	184	407	Special	Incl.	387	Incl.	None	Incl.	350	39	None	None	374
H11-QUEEN	Mirage	120,000	260	377	890	181	179	390	Special	Incl.	400	Incl.	None	Incl.	270	17	None	None	440



Inventory



Inventory: Core

The core is your AC's central body. It's important to base the core on the overall size of the AC you wish to build. Choose a large, durable core for a heavy AC, or a lightweight core for a light, agile AC.

Core Parts	Manufacturer	Price	Weight	Energy Drain	AP	Def Shell	Def Energy	Cooling	Max firm Weight	Heat Resistance	Option Slots	Core Type	Hanger Unit	OB Power	OB Energy Drain	Discharge Heat	VS MG Response	EO Ammo Type	EO Ammo Amount	EO Usage Drain	Firing Interval	EO Attack Power	Attack Heat	EO Range
CR-C69U	Crest	—	921	1,094	2,187	450	449	774	3,441	590	17	—	Y	—	—	—	59	—	—	—	—	—	—	—
C01-GAEA	Mirage	62,200	1,240	1,305	2,790	502	445	1,150	3,360	570	18	EO	N	—	—	—	0	E	36	2,800	115	462	3,535	300
CR-C75U2	Crest	67,500	1,090	925	2,675	535	411	1,110	3,408	700	16	—	Y	—	—	—	55	—	—	—	—	—	—	—
RAKAN	Kisaragi	87,770	833	1,149	2,135	401	477	945	3,241	610	19	OB	N	25,740	7,890	5,808	0	—	—	—	—	—	—	—
C04-ATLAS	Mirage	128,000	1,182	1,269	2,750	520	434	1,130	3,566	660	16	OB	Y	23,800	8,130	5,245	0	—	—	—	—	—	—	—
CR-C89E	Crest	139,300	1,283	1,031	2,877	536	419	1,201	3,284	590	17	EO	N	—	—	—	32	S	70	—	75	225	2,730	320
CR-C90U3	Crest	169,900	1,175	1,124	2,633	557	429	1,005	3,668	640	18	—	Y	—	—	—	55	—	—	—	—	—	—	—
C02-URANUS	Mirage	70,000	1,005	1,279	2,346	413	472	1,012	2,883	550	20	EO	N	—	—	—	0	E	100	884	15	80	506	370
C03-HELIOS	Mirage	80,000	945	1,415	2,067	389	453	887	3,074	650	18	OB	N	27,990	9,770	5,330	0	—	—	—	—	—	—	—
CR-C840/UL	Crest	131,000	989	1,246	2,099	430	438	922	3,299	600	18	OB	Y	27,170	8,990	5,467	48	—	—	—	—	—	—	—
YC07-CRONUS	Mirage	160,000	801	1,191	2,372	445	462	995	3,305	625	19	—	Y	—	—	—	0	—	—	—	—	—	—	—
CR-C98E2	Crest	188,000	1,110	1,163	2,455	424	464	1,075	2,926	580	19	EO	N	—	—	—	62	S	150	—	17	130	960	355
CR-C770/U	Crest	85,000	1,321	972	2,900	600	421	1,288	3,856	685	13	OB	Y	20,500	7,570	5,115	43	—	—	—	—	—	—	—
CR-C83UA	Crest	99,000	1,311	786	3,074	641	429	1,262	4,079	710	15	—	Y	—	—	—	48	—	—	—	—	—	—	—
C05-SELENA	Mirage	145,000	1,513	891	3,125	607	405	1,434	3,829	630	16	EO	N	—	—	—	0	E	12	5,450	240	1,090	6,870	360
C06-EOS	Mirage	150,000	1,404	925	3,003	616	406	1,350	3,948	730	15	OB	N	29,110	10,280	6,125	0	—	—	—	—	—	—	—



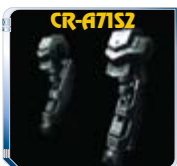
Inventory: Arms

There are two types of arms: Standard, also called humanoid, and weapon. Standard arms hold weapons, while weapon arms *are* weapons. To use a laser blade, equip standard arms.

Standard Arms

Standard arms allow the greatest weapon and equipment flexibility. Standard arms can also be heavy, so keep the arm weight max of your core in mind when choosing the right arms for your AC unit.

Standard Arm Parts											
Part Name	Manufacturer	Price	Weight	Energy Drain	AP	Def Shell	Def Energy	Cooling	Blade Aptitude	Aiming Accuracy	Aim Adjust Time
CR-A69S	Crest	—	1,290	995	1,794	312	267	515	84	251	10
CR-A71S2	Crest	39,500	1,149	1,123	1,711	305	281	720	95	246	8
A01-GALAGO	Mirage	40,000	1,187	1,181	1,810	321	306	455	90	258	8
A03-GIBBON	Mirage	52,000	1,099	1,246	1,788	311	445	475	91	245	9
CR-A72F	Crest	43,800	1,356	824	1,823	406	248	804	88	255	8
CR-A80S3	Crest	54,800	1,222	1,085	1,754	366	331	611	87	264	8
A07-LEMUR	Mirage	78,000	1,426	1,476	1,847	447	483	665	100	284	8
A09-LEMUR2	Mirage	85,000	1,225	1,287	1,721	422	445	820	99	288	8
CR-A82SL	Crest	54,800	956	942	1,645	307	298	590	108	276	7
CR-A88FG	Crest	69,200	735	1,144	1,571	225	375	405	103	280	4
A05-LANGUR	Mirage	75,000	1,008	1,167	1,632	304	411	704	115	261	7
A06-GIBBON2	Mirage	75,000	838	1,272	1,672	237	433	641	100	242	6
A11-MACAQUE	Mirage	91,000	923	1,245	1,682	318	403	625	106	283	4
CR-A92XS	Crest	76,100	891	728	1,687	286	277	707	90	274	7
CR-A94FL	Crest	87,700	862	1,127	1,584	271	353	802	104	281	6
CR-A75A	Crest	49,800	1,714	1,271	1,873	461	405	570	67	247	14
A02-DRILL	Mirage	55,000	2,070	1,385	1,990	555	456	533	78	228	19
A04-BABOON	Mirage	70,000	1,799	1,364	1,967	517	477	778	88	232	16
CR-A89AG	Crest	82,500	1,630	1,411	1,863	476	501	696	102	281	7
CR-A98A2	Crest	89,200	1,590	1,180	1,849	457	421	981	94	259	12
A08-DRILL2	Mirage	88,000	1,763	1,731	1,934	493	518	699	110	251	14
YA10-LORIS	Mirage	90,000	1,121	1,356	1,710	405	467	788	121	292	7



Inventory



Weapon Arms

Weapon arms allow an AC unit to equip heavy weapons at a more reasonable weight cost. The drawback, however, is that you cannot carry weaponry or use right and left arm extensions.

Weapon Arm Parts														
Parts	Manufacturer	Price	Weight	Energy Drain	AP	Def Shell	Def Energy	Cooling	Attack Power	Discharge Heat	Attack Heat	Range Rating	Usage Drain	Attack Power
SYURA	Kisaragi	128,000	1,311	1,885	1,418	178	325	990	1,268	1,616	2,150	7	3,389	700
CR-WA69MG	Crest	56,000	1,180	821	1,255	331	148	666	—	—	—	—	—	—
CR-WA69MS	Crest	57,000	730	1,520	940	198	172	472	—	—	—	—	—	—
WA03-TAURUS	Mirage	68,100	1,275	1,633	1,202	206	251	515	—	—	—	—	—	—
CR-WA75MSP	Crest	118,000	1,774	2,515	1,620	211	104	816	—	—	—	—	—	—
CR-WA77MS/V	Crest	84,000	1,514	1,575	1,331	268	241	553	—	—	—	—	—	—
CR-WA91MSM	Crest	104,000	1,410	2,220	1,155	301	244	322	—	—	—	—	—	—
CR-WA69BZ	Crest	96,300	1,560	1,327	1,610	331	112	325	—	—	—	—	—	—
CR-WA74BZL	Crest	78,400	1,407	1,109	1,522	312	134	202	—	—	—	—	—	—
CR-WA74GR	Crest	88,000	1,830	1,887	1,520	315	177	195	—	—	—	—	—	—
CR-WA78GRL	Crest	81,000	1,532	1,725	1,374	297	160	302	—	—	—	—	—	—
WA02-CETUS	Mirage	96,000	1,245	2,335	1,620	248	220	515	—	—	—	—	—	—
WA01-LEO	Mirage	82,200	1,666	2,245	1,575	195	301	715	—	—	—	—	—	—
WA04-ARIES	Mirage	53,300	1,493	2,008	1,322	151	377	806	—	—	—	—	—	—
WA05-LUPUS	Mirage	48,000	1,180	2,645	1,110	196	243	880	—	—	—	—	—	—

Weapon Arm Parts (cont'd)														
Parts	Discharge Heat	Attack Heat	Wave Range	Usage Drain	Switch Type	Ammo Type	Weapon Lock	Attack Power	Attack Heat	Wave Range/Range	Ammo	Maximum Lock	Firing Interval	Ammo Type/Usage Drain
SYURA	2,260	2,150	242	2,789	—	E	—	700:700	2,150:2,150	242:242	—	—	—	—
CR-WA69MG	—	—	—	—	1:2	S	Wide/Shallow	168:168	1,058:1,058	385:355	300	1:1	5:7	27
CR-WA69MS	—	—	—	—	1:2	E	Standard	780:780	4,220:4,220	455:405	80	1:1	65:81	205

Weapon Arm Parts (cont'd)															
Parts	Discharge Heat	Attack Heat	Wave Range	Usage Drain	Switch Type	Ammo Type	Weapon Lock	Attack Power	Attack Heat	Wave Range/Range	Ammo	Maximum Lock	Firing Interval	Ammo Type/Usage Drain	
WA03-TAURUS	—	—	—	—	1:2	S	Standard	765:765	4,515:4,515	470:440	72	4:4	58:64	220	
CR-WA75MSP	—	—	—	—	1:2	S	Standard	6,000:6,000	26,000:26,000	290:250	8	1:1	235:250	3,500	
CR-WA77MS/V	—	—	—	—	1:2	S	Standard	780:780	4,220:4,220	420:600	60	1:1	84:84	250	
CR-WA91MSM	—	—	—	—	1:2	S	Standard	405:405	2,000:2,000	670:580	120	1:1	60:72	315	
CR-WA69BZ	—	—	—	—	1:2	S	Narrow/Deep	1,400:1,400	6,120:6,120	390:377	48	1:1	72:98	250	
CR-WA74BZL	—	—	—	—	1:2	S	Narrow/Deep	1,020:1,020	5,050:5,050	510:495	72	1:1	80:145	131	
CR-WA74GR	—	—	—	—	1:2	S	Narrow/Deep	2,400:2,400	13,900:13,900	720:695	25	1:1	150:212	470	
CR-WA78GRL	—	—	—	—	1:2	S	Narrow/Deep	1,850:1,850	10,750:10,750	655:630	30	1:1	130:161	380	
WA02-CETUS	—	—	—	—	1:2	S	Narrow/Deep	880:1,370	12,620:4,980	420:540	48	1:1	112:88	324	
WA01-LEO	—	—	—	—	1:2	E	Narrow/Deep	920:1,370	6,280:8,980	510:415	48	1:1	61:142	3,650	
WA04-ARIES	—	—	—	—	1:2	E	Special	240:240	2,510:2,510	350:200	244	1:1	16:30	1,470	
WA05-LUPUS	—	—	—	—	1:2	E	Special	105:105	1,015:1,015	440:440	48	3:6	235:250	2,820	



Inventory: Legs

Legs for your AC come in a few different varieties: humanoid, reverse-joint, quadruped, hover, and tank. Choose the legs you want based on the kind of AC you want to build. If you are going for speed, get legs with high movement ability such as the reverse-joint, but if you want a heavy AC with lots of AP, then go with tank legs.

Inventory

Leg Parts	Manufacturer	Price	Weight	Moving Drain	AP	Def Shell	Def Energy	Cooling	Stationary Drain	Max Leg Weight	Moving Ability	Turning Ability	Braking Ability	Landing Stability	Defense Stability	Jump Performance	Boost Power	Charge Drain	Booster Heat
Parts																			
CR-LH69S	Crest	—	2,510	1,938	3,514	608	447	1,280	1,177	6,044	210	114	124	1,522	1,299	95	—	—	—
LH01-LYNX	Mirage	40,000	1,870	2,295	3,099	497	527	849	926	5,485	218	113	111	1,205	1,192	105	—	—	—
LH02-LYNX2	Mirage	43,000	1,831	2,583	3,305	486	587	905	1,645	5,677	226	111	118	1,303	1,121	108	—	—	—
LH04-DINGO	Mirage	50,000	1,992	1,627	3,250	562	431	1,139	754	5,794	222	117	113	1,497	1,230	114	—	—	—
CR-LH73SSA	Crest	58,000	2,605	1,667	3,448	694	438	988	812	5,814	205	110	141	1,689	1,455	90	—	—	—
CR-LH80S2	Crest	62,500	2,249	1,821	3,390	592	461	1,248	800	5,626	235	119	120	1,553	1,331	117	—	—	—
LH05-COUGAR	Mirage	80,000	2,384	2,697	3,529	603	575	1,366	1,419	6,263	215	109	127	1,288	1,489	97	—	—	—
CR-LH89F	Crest	88,000	2,476	1,391	3,277	648	406	945	606	6,011	227	112	117	1,720	1,651	110	—	—	—
LH07-DINGO2	Mirage	127,000	1,927	1,510	3,188	555	458	1,062	751	5,610	248	125	128	1,518	1,378	121	—	—	—
CR-LH92S3	Crest	129,000	2,291	2,469	3,416	613	551	1,455	1,221	5,977	231	115	149	1,635	1,602	112	—	—	—
LH09-COUGAR2	Mirage	130,000	2,063	1,952	3,205	599	501	1,206	839	5,722	240	122	135	1,799	1,505	126	—	—	—
CR-LH74M	Crest	37,500	1,500	2,500	2,811	351	541	702	1,215	4,492	370	124	107	903	948	135	—	—	—
LH03-PANTHER	Mirage	55,000	1,803	2,429	2,991	451	521	834	1,106	4,786	328	115	118	1,098	1,203	122	—	—	—
CR-LH79L	Crest	62,300	1,600	2,320	2,535	402	513	786	613	4,588	339	120	132	985	998	140	—	—	—
CR-LH84L2	Crest	69,500	1,691	2,783	2,994	415	599	991	1,412	4,891	351	125	105	1,045	1,064	137	—	—	—
LH06-JAGUAR	Mirage	77,000	1,832	2,630	2,647	451	559	1,052	1,180	5,197	377	118	102	1,122	1,172	130	—	—	—
CR-LH95M2	Crest	78,800	1,656	3,179	2,850	414	667	977	2,013	4,971	381	127	137	1,008	1,101	143	—	—	—
LH10-JAGUAR2	Mirage	90,000	1,904	2,460	2,662	504	533	1,235	990	5,200	375	121	100	1,222	1,192	135	—	—	—
CR-LH99XS	Crest	100,400	1,986	2,697	2,768	462	599	1,297	1,306	5,380	371	117	111	1,342	1,295	121	—	—	—
YLH11-VIXEN	Mirage	115,000	1,870	2,934	2,419	437	621	1,106	1,177	5,132	385	133	130	1,181	1,250	151	—	—	—
CR-LH77A	Crest	63,500	2,814	1,985	3,424	675	466	1,020	1,010	7,321	150	107	169	2,274	1,811	80	—	—	—
LH08-JACKAL	Mirage	70,000	3,147	1,838	3,520	686	505	1,277	957	6,942	143	104	155	2,338	2,020	71	—	—	—
CR-LH81AP	Crest	74,800	3,174	2,264	3,788	710	523	1,412	1,283	8,220	135	100	143	1,909	1,955	66	—	—	—
CR-LH94A2	Crest	82,600	2,557	1,894	3,365	621	610	1,309	1,231	6,384	158	114	182	1,732	1,725	91	—	—	—
LH12-LYCAON	Mirage	90,000	3,024	2,353	3,479	711	560	1,512	1,810	6,633	146	107	178	2,633	2,411	77	—	—	—
CR-LH96FA	Crest	99,800	2,701	1,982	3,726	654	559	1,473	1,244	7,015	165	110	166	2,461	2,229	85	—	—	—
LH13-JACKAL2	Mirage	110,000	3,494	2,386	3,811	725	567	1,596	1,712	7,866	140	96	134	2,086	2,301	68	—	—	—
LR01-GOAT	Mirage	40,000	2,462	1,418	3,325	568	401	613	399	5,425	256	121	117	1,892	972	166	—	—	—
CR-LRJ76	Crest	42,000	2,146	1,341	3,105	575	385	707	412	5,122	268	123	133	1,814	915	187	—	—	—
CR-LRJ84M	Crest	60,000	2,049	1,688	2,926	535	443	816	513	5,244	270	128	152	1,822	944	198	—	—	—
LR04-GAZELLE	Mirage	65,000	2,316	1,461	3,210	556	444	867	435	5,731	280	120	149	2,797	1,004	181	—	—	—
LR02-ORYX	Mirage	43,000	2,904	1,564	3,722	666	429	964	880	5,813	180	114	127	2,469	1,212	159	—	—	—
CR-LRJ84A	Crest	45,000	2,743	1,693	3,528	692	445	902	912	6,204	185	114	131	2,098	1,066	151	—	—	—
LR03-ORYX2	Mirage	61,000	2,543	1,794	3,315	651	449	1,007	1,021	6,038	195	116	136	2,618	1,108	170	—	—	—
CR-LRJ90A2	Crest	73,000	2,985	1,709	3,811	683	459	911	900	6,354	172	111	121	2,354	1,177	145	—	—	—
LF01-MONITOR	Mirage	59,000	2,137	2,605	2,864	535	534	1,384	1,350	4,595	260	125	154	953	2,044	118	—	—	—
CR-LF71	Crest	60,000	1,920	3,319	2,890	392	621	1,687	1,220	5,002	268	131	148	899	1,905	107	—	—	—
CR-LF81	Crest	70,000	2,300	2,317	2,711	486	514	1,199	1,220	4,516	255	136	163	1,055	2,168	125	—	—	—

Leg Parts (cont'd)	Manufacturer	Price	Weight	Moving Drain	AP	Def Shell	Def Energy	Cooling	Stationary Drain	Max Leg Weight	Moving Ability	Turning Ability	Braking Ability	Landing Stability	Defense Stability	Jump Performance	Boost Power	Charge Drain	Booster Heat
Parts																			
LF02-GAVIAL	Mirage	85,000	3,337	2,147	3,030	512	443	1,607	1,305	5,250	285	134	141	1,206	2,004	95	—	—	—
LF03-GAVIAL2	Mirage	90,000	3,035	3,477	3,277	571	583	1,499	1,624	6,000	251	122	199	1,177	2,520	95	—	—	—
CR-LF88A	Crest	95,000	2,547	3,972	3,428	507	698	1,305	1,900	5,500	276	126	189	1,255	2,108	129	—	—	—
LF04-LIZARD	Mirage	100,000	2,388	2,964	2,992	534	562	1,412	1,736	5,633	272	133	182	1,118	2,323	122	—	—	—
CR-LF93A2	Crest	130,000	2,904	3,670	3,387	603	574	1,515	1,235	5,850	280	130	177	1,192	2,605	114	—	—	—
CR-LT69	Crest	33,000	3,420	1,099	3,677	750	355	588	—	8,010	210	114	305	—	2,225	—	14,000	3,030	3,927
CR-LT71	Crest	40,000	4,050	939	3,714	789	336	1,145	—	8,531	196	113	335	—	2,388	—	14,000	3,030	3,927
LT01-BOAR	Mirage	65,000	2,635	2,876	3,615	657	605	1,425	—	5,931	255	122	175	—	1,314	—	16,500	4,050	3,350
LT02-BOAR2	Mirage	72,000	3,025	2,527	3,802	706	518	1,568	—	7,569	249	120	151	—	1,534	—	16,500	4,050	3,350
CR-LT78A	Crest	95,000	3,761	1,670	3,850	817	412	888	—	8,877	226	107	333	—	2,304	—	15,900	3,412	4,220
CR-LT81A2	Crest	99,000	3,655	1,888	3,795	801	428	1,011	—	8,599	222	111	342	—	2,475	—	15,900	3,412	4,220
LT03-GRIZZLY	Mirage	100,000	2,706	3,168	3,644	664	555	1,726	—	6,769	284	114	235	—	1,466	—	16,500	4,050	3,350
CR-LHT92	Crest	120,000	2,817	2,648	3,536	735	546	1,833	—	6,523	263	118	220	—	1,608	—	19,500	2,660	5,020
CR-LN79	Crest	40,000	2,581	1,492	3,229	528	431	1,023	—	5,422	520	122	170	—	1,308	—	19,500	2,660	5,020
LN01-SEAL	Mirage	42,000	1,923	1,795	3,177	454	479	989	—	5,182	605	124	201	—	1,050	—	19,000	4,350	4,740
CR-LN85	Crest	57,000	2,096	2,425	3,534	506	475	1,055	—	5,205	590	125	183	—	1,078	—	19,500	2,660	5,020
LN02-SEALION	Mirage	63,000	2,498	1,589	2,577	472	463	1,524	—	5,816	532	126	233	—	1,358	—	19,000	4,350	4,740
LN03-WALRUS	Mirage	65,000	1,621	1,418	3,079	388	399	1,135	—	4,977	574	128	141	—	957	—	19,000	4,350	4,740
CR-LN91HM	Crest	100,000	1,655	2,044	2,918	400	500	1,006	—	4,399	691	133	109	—	899	—	22,000	3,420	5,820
CR-LN99M2	Crest	120,000	1,804	2,278	3,112	423	563	1,274	—	4,502	640	130	165	—	1,095	—	22,000	3,420	5,820
LN04-WALRUS2	Mirage	140,000	2,004	1,890	3,443	506	531	1,620	—	5,534	628	124	214	—	1,273	—	22,500	5,070	5,195



Inventory



Inventory: Radiator

Radiators are a vital part of your AC unit. They keep your AC unit's systems cool so they don't shut down, leaving you vulnerable.

Radiator Parts							
Part Name	Manufacturer	Price	Weight	Energy Drain	Cooling	Forced Cooling	Emergency Consumption
CR-R69	Crest	—	318	1,008	8,110	9,730	1,577
CR-R76	Crest	16,800	413	1,299	9,280	12,500	1,758
R01-HAZEL	Mirage	27,000	346	1,121	8,910	10,510	1,486
R02-HAZEL2	Mirage	47,000	440	1,527	10,310	11,510	1,986
R03-LINDEN	Mirage	34,500	571	1,076	8,507	16,700	1,505
ANANDA	Kisaragi	56,500	476	1,168	10,950	13,330	2,770

Radiator Parts (cont'd)

Part Name	Manufacturer	Price	Weight	Energy Drain	Cooling	Forced Cooling	Emergency Consumption
R04-LAUREL	Mirage	77,000	606	1,235	9,650	13,650	1,822
CR-R92	Crest	88,500	520	1,726	11,455	14,400	2,002
RAGORA	Kisaragi	90,000	647	1,468	10,950	17,100	2,370
FURUNA	Kisaragi	108,000	998	2,102	12,730	14,800	2,510

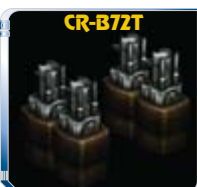


Inventory: Boosters

Boosters are a mandatory piece of equipment for ACs with humanoid, reverse-joint, and quadruped legs. Get a good booster to give you the mobility to avoid fire and get into attack range.

Boosters

Part Name	Manufacturer	Price	Weight	Energy Drain	Boost Power	Charge Drain	Booster Heat
CR-B69	Crest	—	200	127	9,000	4,070	3,598
CR-B72T	Crest	28,500	248	388	13,000	2,525	4,188
B01-BIRDIE	Mirage	55,000	377	137	14,800	3,310	2,635
CR-B81	Crest	75,800	164	338	13,950	2,337	3,323
CR-B83TP	Crest	63,000	412	195	19,900	5,932	4,477
B02-VULTURE	Mirage	75,500	230	230	17,300	3,650	4,701
B03-VULTURE2	Mirage	100,000	428	235	17,930	4,315	4,220
B04-BIRDIE2	Mirage	86,000	188	138	15,900	3,940	3,778
B05-GULL	Mirage	110,000	270	285	18,410	2,777	5,420
CR-B90T2	Crest	112,000	533	470	19,300	4,755	4,833



Inventory



Inventory: FCS

The FCS is important because it's how you get a lock on your target. It determines how quickly you get a lock and at what distance. Different FCS units are good for different kinds of weapons.

FCS	Manufacturer	Price	Weight	Energy Drain	VS ECM	Lock Type	Targeting	Maximum Lock	Lock Time	Missile Lock Time	Max Capture X	Max Capture Y	Average Capture X	Average Capture Y	Max Lock Range	Average Lock Range	Parallel sight
Part Name																	
MF01-MUREX	Mirage	—	14	14	251	Standard	Single	2	96	60	16	16	12	12	555	442	82
MF02-VOLUTE	Mirage	42,000	17	18	148	Standard	Multi	12	101	228	15	15	12	12	528	467	88
CR-F69	Crest	49,000	12	47	243	Wide/Shallow	Single	1	117	300	21	21	15	15	406	309	87
MF03-VOLUTE2	Mirage	58,000	14	31	280	Standard	Multi	4	92	248	17	17	13	13	604	483	85
FUGEN	Kisaragi	60,000	16	112	126	Length Way	Multi	6	95	132	19	12	14	9	495	448	78
KOKUH	Kisaragi	65,000	18	85	235	Sideway	Single	6	90	208	11	20	8	16	500	450	80
MF04-COWRY	Mirage	68,000	20	19	266	Wide/Shallow	Single	3	124	288	23	23	16	16	380	335	79
MIROKU	Kisaragi	70,000	25	77	249	Standard	Single	10	80	176	18	18	13	13	575	480	70
MF05-LIMPET	Mirage	78,000	31	27	172	Wide/Shallow	Multi	6	111	264	21	21	15	15	370	331	85
CR-F73H	Crest	98,000	28	44	192	Sideway	Single	3	104	192	12	22	9	18	475	435	90
CR-F75D	Crest	120,000	18	51	351	Narrow/Deep	Single	2	85	232	12	12	10	10	1,200	942	92
CR-F82D2	Crest	150,000	35	45	275	Narrow/Deep	Single	8	79	180	13	13	11	11	990	817	86
CR-F91DSN	Crest	45,000	22	55	275	Narrow/Deep	Single	1	71	220	11	11	10	10	850	725	75
MONJU	Kisaragi	145,000	24	93	177	Sideway	Multi	6	99	168	13	20	10	16	535	492	83



Inventory: Generators

The generator produces the energy you need to boost around and fire your energy weapons. If you find yourself always running low on energy, invest in an improved generator.

Generators

Part Name	Manufacturer	Price	Weight	Energy Output	Condenser Capacity	Emergency Capacity	Calorific Value
CR-G69	Crest	—	381	7,950	22,000	2,800	2,055
CR-G78	Crest	25,500	355	8,280	36,000	1,500	2,432
G01-LOTUS	Mirage	32,000	309	8,830	18,500	6,000	2,611
CR-G84P	Crest	54,000	576	10,990	30,000	500	3,399
CR-G91	Crest	59,800	465	9,990	37,000	2,000	3,155
FUDOH	Kisaragi	65,000	772	9,514	48,000	3,500	2,506
G02-MAGNOLIA	Mirage	88,000	515	10,350	27,000	5,000	3,541
KONGO	Kisaragi	110,000	408	11,888	13,000	1,000	3,892
KUJAKU	Kisaragi	133,000	725	11,100	46,800	3,000	4,198
G03-ORCHID	Mirage	140,000	1,110	10,000	52,000	10,000	3,706



Inventory: Inside

Different kinds of inside parts exist to fit your different needs, with some being more for offense and others for defense. Equip an inside part based on the mission you are about to start.



Inventory

Inside														
Part Name	Type	Manufacturer	Price	Weight	Energy Drain	Ammo Type	Attack Power	Ammo	Attack Heat	Range	Firing Interval	Effect Duration	ECM Level	Ammo Price
CR-169BD	Bomb Dispenser	Crest	22,800	233	45	S	750	16	7,100	750	150	—	—	240
CR-180BD2	Bomb Dispenser	Crest	34,800	273	85	S	750	32	7,100	750	150	—	—	240
CR-175FM	Floating Mine	Crest	42,800	206	190	S	1,420	36	10,526	—	90	—	—	320
CR-186FMM	Floating Mine	Crest	50,800	284	220	S	2,210	36	14,013	—	100	—	—	436
CR-192FMM2	Floating Mine	Crest	72,700	325	270	S	2,210	36	14,013	—	120	—	—	436
I01M-URCHIN	Mine Dispenser	Mirage	30,000	242	75	S	580	20	7,750	315	255	—	—	375
CR-169R	Rocket	Crest	24,800	226	55	S	1,020	10	5,150	650	64	—	—	98
CR-178R2	Rocket	Crest	37,800	292	60	S	1,020	20	5,150	650	80	—	—	98
CR-184RN	Napalm Rocket	Crest	63,800	296	285	S	135	20	6,200	520	70	—	—	180
I03RN-CORAL	Napalm Rocket	Mirage	80,000	478	195	S	168	36	9,330	435	95	—	—	205
I05D-MEDUSA	Decoy Dispenser	Mirage	32,000	101	110	S	—	10	—	—	30	580	—	250
CR-179DD	Decoy Dispenser	Crest	38,800	155	135	S	—	8	—	—	60	1,500	—	338
I07D-MEDUSA2	Decoy Dispenser	Mirage	40,000	162	180	S	—	20	—	—	30	580	—	250
CR-194DD2	Decoy Dispenser	Crest	65,800	223	226	S	—	16	—	—	60	1,500	—	338
HIJIRI	Decoy Dispenser	Kisaragi	72,850	394	294	S	—	30	—	—	36	720	—	300
I04E-SQUID	ECM Maker	Mirage	45,000	226	141	S	—	12	—	—	255	480	700	230
HOHSHI	ECM Maker	Kisaragi	54,100	357	388	S	—	4	—	—	255	600	1,150	440
BIKUNI	ECM Maker	Kisaragi	82,350	322	190	S	—	20	—	—	255	900	600	240
SYAMANA	ECM Maker	Kisaragi	113,200	208	202	S	—	12	—	—	255	600	800	335
I06E-SQUID2	ECM Maker	Mirage	130,000	293	352	S	—	8	—	—	255	1,200	650	375



Inventory: Extensions

There are many different extension parts to equip your AC. Some extensions, such as the shield, protect you from incoming fire, while extensions like the retaliation missile give you some extra firepower.

Boosters

Part Name	Type	Manufacturer	Price	Weight	Energy Drain	Boost Power	Charge Drain	Booster Heat	Boost Interval
ANOKU	Turn Booster	Kisaragi	14,500	412	257	16,000	14,200	4,350	110
E04BB-ANGLER	Back Booster	Mirage	17,900	341	243	18,000	11,600	6,120	108
E08BM-REMORA	Multi Booster	Mirage	24,000	305	258	17,000	9,400	2,780	94
CR-E98HB	Hover Booster	Crest	36,800	288	376	22,000	4,670	2,370	150

Retaliation Missile

Part Name	Manufacturer	Price	Weight	Energy Drain	Ammo Type	Attack Power	Ammo	Attack Heat	Range	Maximum Launch	Firing Interval	Ammo Price
CR-E73RM	Crest	22,000	144	158	S	780	12	4,320	500	4	95	205
E02RM-GAR	Mirage	45,000	289	180	S	765	24	4,515	500	2	70	220
CR-E84RM2	Crest	58,000	368	278	S	780	20	4,320	450	4	105	380
E06RM-GAR2	Mirage	60,000	334	206	S	765	28	4,515	450	2	72	220
CR-E92RM3	Crest	70,000	443	253	S	765	36	4,515	450	4	88	220
CR-E96RMG	Crest	38,000	450	377	S	780	16	4,320	400	2	120	313
JIKYOH	Kisaragi	82,900	399	327	S	702	20	5,670	400	4	98	285
FUNI	Kisaragi	95,600	249	425	S	470	40	2,450	450	4	104	315

Anti Missile

Part Name	Manufacturer	Price	Weight	Energy Drain	Ammo Type	VS MG Response	Ammo	Intercept Range	Firing Interval	Ammo Price
CR-E81AM	Crest	37,700	164	130	S	48	40	200	10	136
CR-E90AM2	Crest	60,900	227	164	S	60	40	230	10	136
E07AM-MORAY	Mirage	69,000	312	117	S	68	48	250	15	160
SUIGETSU	Kisaragi	41,200	197	412	E	75	28	300	15	1450

Missile Counter

Part Name	Manufacturer	Price	Weight	Energy Drain	Performance	Interference Range	Usage Drain
RURI	Kisaragi	39,000	85	142	82	150	2,213
RENGA	Kisaragi	52,000	294	202	80	150	1,774

Inventory

Magazines

Part Name	Type	Manufacturer	Price	Weight	Energy Drain	Reload Amount	Reload Uses	Reload Interval
RYUHZU	Shell Magazine	Kisaragi	20,000	219	34	36	1	180
BYAKUE	Shell Magazine	Kisaragi	30,000	288	52	24	2	180
E01MG-ROE	Energy Magazine	Mirage	15,400	125	281	12	1	180
E05MG-ROE2	Energy Magazine	Mirage	21,400	245	474	12	2	180

Side Shield

Part Name	Manufacturer	Price	Weight	Energy Drain	Def Shell	Def Energy	Shield Coverage	Heat Insulation
CR-E69SS	Crest	22,000	175	4	77	18	50	183
CR-E82SS2	Crest	43,800	255	6	138	23	42	411
E03S-TURBOT	Mirage	36,900	132	97	5	110	50	432
IWATO	Kisaragi	52,300	188	132	20	175	42	555

Energy Pack

Part Name	Manufacturer	Price	Weight	Energy Drain	Recover Energy	Recover Time	Usage Limit	Discharge Heat
SAISUI	Kisaragi	82,000	415	54	26,400	120	4	495
JIREN	Kisaragi	115,000	270	77	22,800	60	6	680



Inventory: Shoulder Units

Shoulder units can fulfill important functions for your AC. Some of the game's most powerful weapons can be equipped only in these spots. The weapons that go here are usually pretty heavy, so having a strong AC may be necessary.

Weapons																	
Part Name	Type	Manufacturer	Price	Weight	Energy Drain	Ammo Type	Weapon Lock	Attack Power	Ammo	Attack Heat	Range	Maximum Lock	Firing Interval	Mag Capacity	Mag Reload Time	Ammo Price	
CR-WB69M	Small Missile	Crest	—	221	205	S	Standard	780	40	4,320	445	1	85	—	—	205	
WB01M-NYMPHE	Small Missile	Mirage	25,000	303	270	S	Standard	765	36	4,515	460	6	72	—	—	220	
CR-WB72M2	Small Missile	Crest	29,500	422	255	S	Standard	780	50	4,320	425	10	65	—	—	205	
WB04M-NYMPHE2	Small Missile	Mirage	40,000	519	406	S	Standard	765	48	4,515	460	12	90	—	—	220	
MAGORAGA	Micro Missile	Kisaragi	67,510	311	435	S	Standard	405	50	2,000	700	1	115	—	—	315	
KINNARA	Micro Missile	Kisaragi	73,770	474	522	S	Standard	405	70	2,000	700	1	115	—	—	315	
KARURA	Micro Missile	Kisaragi	99,540	640	608	S	Standard	405	90	2,000	700	1	130	—	—	315	
WB05M-SATYROS	Middle Missile	Mirage	35,600	445	270	S	Standard	1,190	24	5,895	520	2	110	—	—	300	
CR-WB73MP	Middle Missile	Crest	50,000	649	203	S	Standard	1,350	36	6,120	500	4	120	—	—	275	
CR-WB73MV	Vertical Missile	Crest	76,000	581	314	S	Standard	1,350	24	6,120	440	4	95	—	—	275	
WB06M-SPARTOI	Dual Missile	Mirage	65,000	360	422	S	Standard	765	36	4,515	460	2	93	—	—	280	
WB11M-HYDRA	Multi Missile	Mirage	45,000	635	318	S	Standard	765	16	4,515	600	1	78	—	—	1,080	
WB19M-HYDRA2	Multi Missile	Mirage	100,000	464	300	S	Standard	620	6	3,370	600	1	84	—	—	2,100	
CR-WB75MT	Triple Missile	Crest	86,700	828	360	S	Standard	780	60	4,320	500	1	78	—	—	205	
CR-WB82MGT	Ground Torpedo	Crest	69,900	650	305	S	Standard	780	15	4,320	450	1	88	—	—	1,120	
WB12M-EMPUSA	Hi Act Missile	Mirage	100,000	599	506	S	Standard	620	36	3,370	550	8	115	—	—	400	
WB20M-EMPUSA2	Hi Act Missile	Mirage	70,000	545	418	S	Standard	620	24	3,370	450	2	78	—	—	400	
WB21M-DRYAD	Stealth Missile	Mirage	60,000	365	545	S	Standard	765	36	4,515	460	1	78	—	—	425	
WB22M-DRYAD2	Stealth Missile	Mirage	90,000	428	492	S	Standard	765	30	4,515	460	3	78	—	—	330	
CR-WB91MB	Cluster Missile	Crest	44,800	355	295	S	Standard	750	30	7,100	600	1	90	—	—	570	
CR-WB94MB2	Cluster Missile	Crest	67,700	525	353	S	Standard	750	50	7,100	600	1	90	—	—	570	
CR-WB85MPX	Large Missile	Crest	149,600	1,368	1,008	S	Standard	6,000	4	26,000	290	1	255	—	—	3,500	
CR-WB69R0	Small Rocket	Crest	15,700	199	56	S	—	1,020	30	5,150	633	—	42	—	—	110	
CR-WB72R02	Small Rocket	Crest	26,400	411	56	S	—	1,020	50	5,150	633	—	45	—	—	110	
CR-WB75RP	Middle Rocket	Crest	33,700	351	108	S	—	1,520	25	7,570	580	—	65	—	—	158	
WB07R0-ORTHOS	Middle Rocket	Mirage	40,000	457	172	S	—	1,470	36	7,020	610	—	70	—	—	210	
CR-WB78RP2	Middle Rocket	Crest	46,800	609	133	S	—	1,520	40	7,570	580	—	52	—	—	158	

Inventory

Weapons (cont'd)																	
Part Name	Type	Manufacturer	Price	Weight	Energy Drain	Ammo Type	Weapon Lock	Attack Power	Ammo	Attack Heat	Range	Maximum Lock	Firing Interval	Mag Capacity	Mag Reload Time	Ammo Price/ Usage Drain	
CR-WB82RP3	Middle Rocket	Crest	64,800	727	152	S	—	1,520	50	7,570	580	—	48	—	—	158	
WB13R0-SPHINX	Triple Rocket	Mirage	60,000	424	245	S	—	900	36	4,580	678	—	77	—	—	145	
WB23R0-CACUS	Rocket (AST)	Mirage	50,000	593	266	S	—	900	48	4,580	678	—	88	—	—	145	
CR-WB85RPX	Large Rocket	Crest	88,800	806	98	S	—	3,200	18	12,750	500	—	91	—	—	345	
CR-WB69CG	Chaingun	Crest	50,000	542	515	S	Special	248	200	1,722	366	1	6	24	211	48	
CR-WB72CGL	Chaingun	Crest	46,000	477	422	S	Special	162	300	1,035	388	1	6	24	172	27	
CR-WB75SG	Sluggun	Crest	62,300	1,179	444	S	Special	172	60	756	425	1	41	2	198	176	
CR-WB82SG2	Sluggun	Crest	56,100	744	387	S	Special	172	40	756	450	1	41	2	198	176	
CR-WB87LG	Lineargun	Crest	100,000	903	518	S	Special	748	50	2,962	485	1	52	—	—	31	
CR-WB91LGL	Lineargun	Crest	98,800	450	367	S	Special	590	80	2,718	524	1	48	—	—	31	
WB14RG-LADON	Railgun	Mirage	84,000	583	645	E	Narrow/Deep	1,573	20	17,900	1,000	1	124	—	—	2,488	
WB24RG-LADON2	Railgun	Mirage	126,000	892	813	E	Narrow/Deep	2,017	15	21,850	950	1	155	—	—	4,224	
CR-WB78GL	Grenade Launcher	Crest	76,200	1,054	342	S	Narrow/Deep	3,050	12	16,220	875	1	205	—	—	710	
CR-WB87GLL	Grenade Launcher	Crest	64,400	742	186	S	Narrow/Deep	2,400	8	13,900	780	1	28	2	70	470	
WB08PL-SKYLLA	Plasma Cannon	Mirage	114,200	988	804	E	Narrow/Deep	2,999	16	17,890	460	1	115	—	—	7,300	
WB02L-GERYON	Laser Cannon	Mirage	78,500	852	405	E	Narrow/Deep	2,055	28	12,530	830	1	80	—	—	5,100	
WB15L-GERYON2	Laser Cannon	Mirage	86,200	385	924	E	Narrow/Deep	2,530	12	14,500	780	1	92	—	—	6,800	
WB09PU-LAMIA	Pulse Cannon	Mirage	82,200	482	1,118	E	Narrow/Deep	1,080	64	6,500	530	1	24	—	—	4,036	
WB16PU-LAMIA2	Pulse Cannon	Mirage	105,000	521	695	E	Narrow/Deep	780	60	5,230	560	1	18	—	—	2,955	
WB25PU-LAMIA3	Pulse Cannon	Mirage	17,500	577	1,305	E	Narrow/Deep	800	48	5,870	490	1	34	—	—	3,315	
WB260-HARPY	Orbit Cannon	Mirage	88,000	527	495	E	Special	105	15	1,015	500	3	160	—	—	1,600	
WB270-HARPY2	Orbit Cannon	Mirage	99,000	727	533	E	Special	105	30	1,015	500	3	160	—	—	1,600	
WB18M-CENTAUR	Vertical Missile	Mirage	140,000	1,328	514	S	Standard	1,190	40	5,895	520	1	115	—	—	335	
CR-WBW89M	Dual Missile	Crest	90,000	1,044	633	S	Standard	780	32	4,320	550	1	115	—	—	205	
CR-WBW94M2	Dual Missile	Crest	138,800	1,395	833	S	Standard	780	60	4,320	550	1	115	—	—	205	
WB29M-ECHIDNA	Pursuit Missile	Mirage	135,000	1,332	545	S	—	645	4	3,660	600	—	200	—	—	1,520	
CR-WBW78R	Dual Rocket	Crest	94,700	1,003	312	S	—	820	60	4,110	695	—	55	—	—	98	
CR-WBW91RT	Triple Rocket	Crest	99,800	1,136	388	S	—	820	60	4,110	695	—	82	—	—	98	
CR-WBW78C	Chaingun	Crest	77,700	1,067	306	S	Standard	162	320	1,188	385	1	7	12	148	27	
CR-WBW98G	Grenade Launcher	Crest	99,300	1,242	565	S	Narrow/Deep	2,400	24	13,900	750	1	228	—	—	470	
CR-WBW98LX	Laser Cannon	Crest	109,000	1,292	1,165	E	Narrow/Deep	5,820	10	22,500	710	1	136	—	—	9,400	
WB30Q-CHIMERA	Quartet Cannon	Mirage	77,700	1,556	875	E	Special	720	60	5,230	670	1	96	—	—	2,770	
YASYA	Orbit Cannon	Kisaragi	64,000	1,117	920	E	—	205	22	1,380	420	—	240	—	—	1,600	

Radar

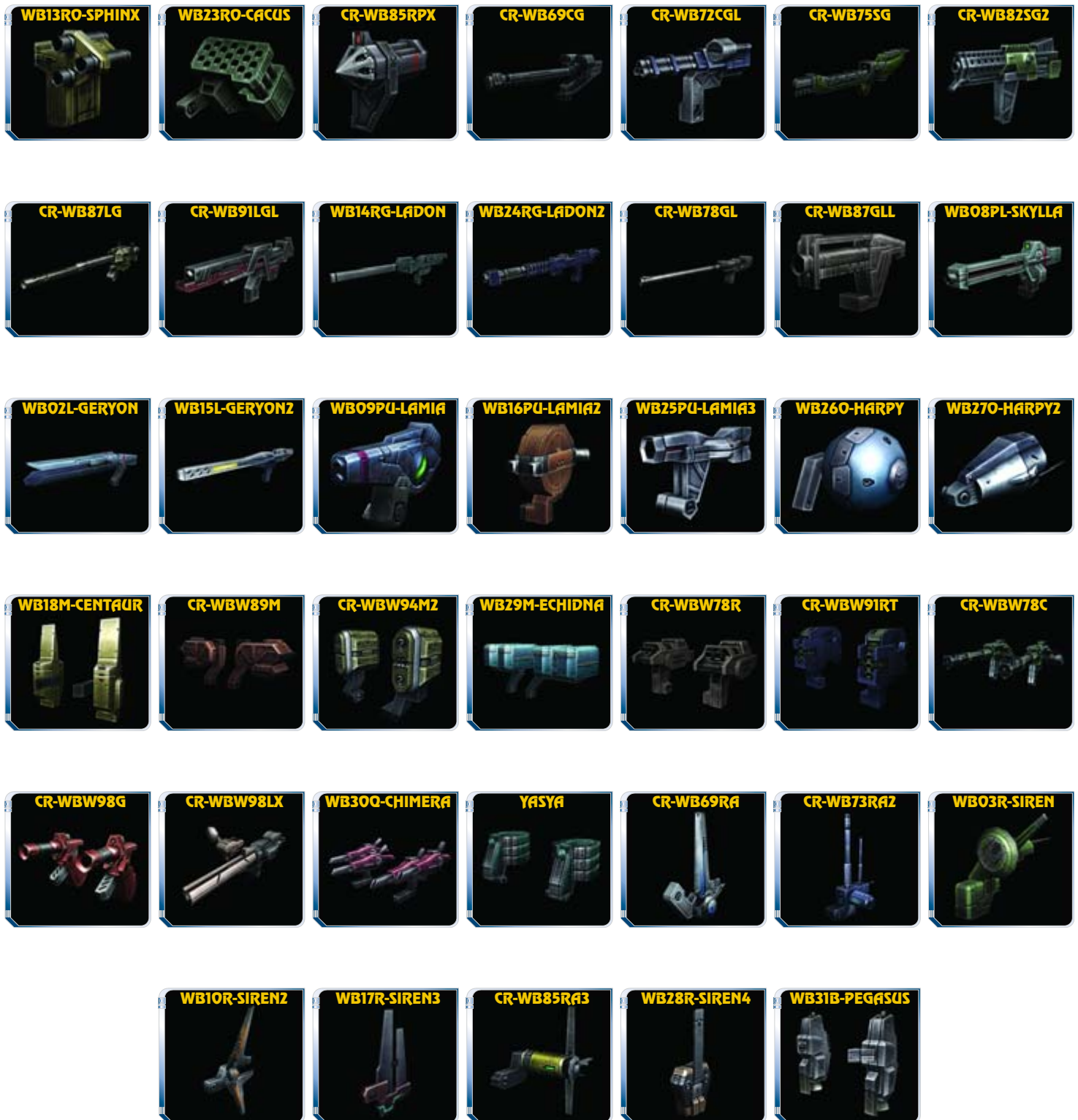
Part Name	Manufacturer	Price	Weight	Energy Drain	Radar Type	Radar Range	Scan Interval	Bio Sensor	Missile Sensor	Vs ECM
CR-WB69RA	Crest	—	125	199	Standard	700	8	No	No	102
CR-WB73RA2	Crest	14,800	157	266	Circle	480	16	Yes	No	155
WB03R-SIREN	Mirage	20,000	205	383	Octagon	780	1	Yes	No	229
WB10R-SIREN2	Mirage	30,000	237	430	Circle	890	5	Yes	No	300
WB17R-SIREN3	Mirage	60,000	336	375	Octagon	1,160	1	Yes	Yes	281
CR-WB85RA3	Crest	27,800	178	241	Octagon	600	12	Yes	Yes	184
WB28R-SIREN4	Mirage	40,000	438	562	Circle	1,400	3	Yes	Yes	333

Add Booster

Part Name	Manufacturer	Price	Weight	Energy Drain	Boost Power	Booster Heat	Charge Drain
WB31B-PEGASUS	Mirage	107,500	1,120	495	5,000	1,520	1,290



Inventory



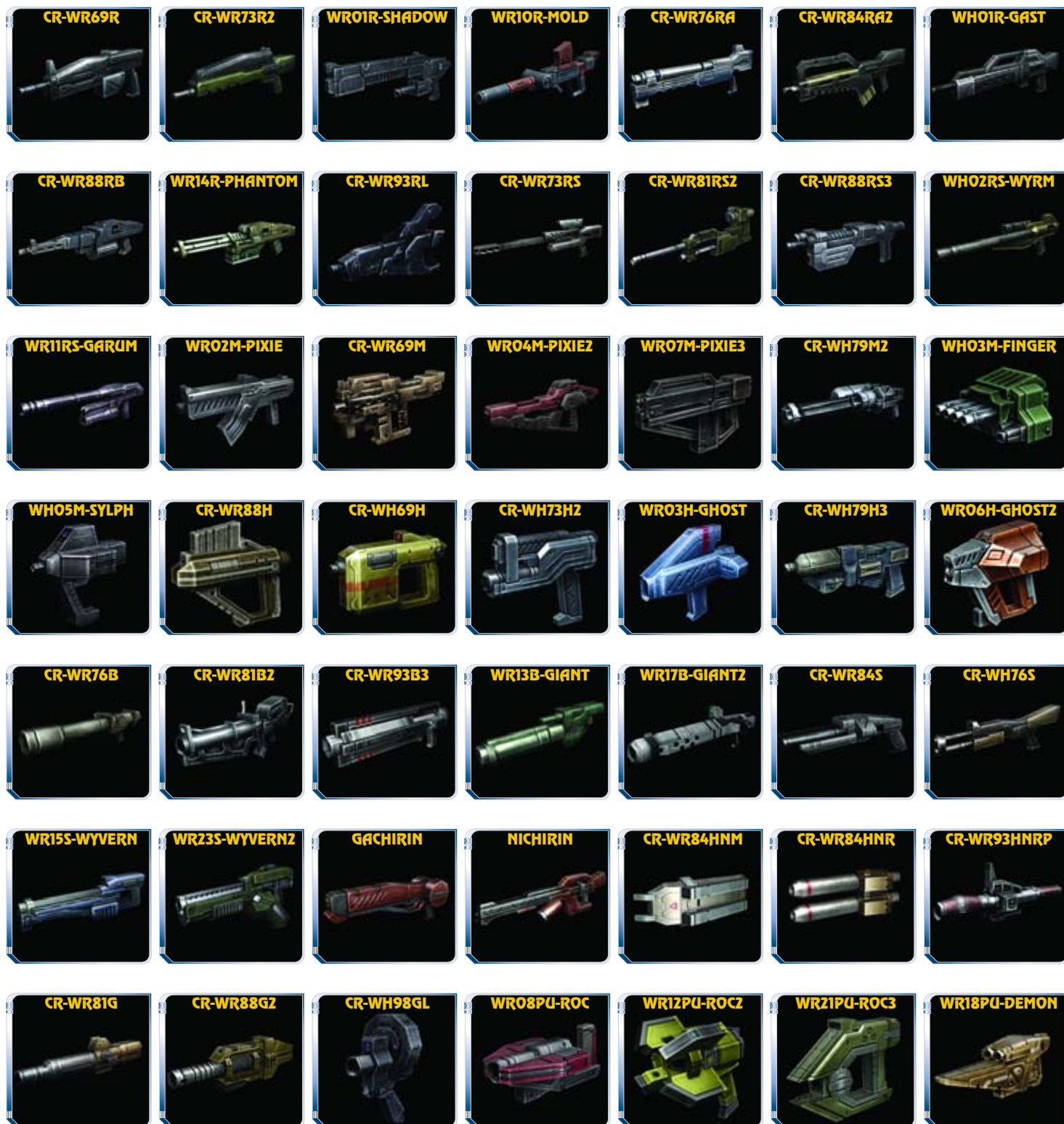
Right-Handed Weapons

To survive as an AC pilot, you must have some weapons. Some have a long range and some have a short range. Some weapons do a lot of damage but are extremely heavy. Decide what kind of AC you want to make, and then equip the right-handed weapon accordingly.

Right-Handed Weapons																			
Part Name	Type	Manufacturer	Price	Weight	Energy Drain	Store Weapon	Ammo Type	Weapon Lock	Attack Power	Ammo/Usage Limit	Attack Heat	Range	Maximum Lock	Firing Interval	Mag Capacity	Mag Reload Time	Ammo Price/Usage Drain	Range Rating	Discharge Heat
CR-WR69R	Rifle	Crest	—	365	106	—	S	Standard	255	120	1,830	455	1	40	—	—	22	—	—
CR-WR73R2	Rifle	Crest	29,100	416	123	—	S	Standard	255	140	1,830	500	1	34	—	—	22	—	—
WR01R-SHADOW	Rifle	Mirage	77,000	535	100	—	S	Special	276	180	2,005	470	1	34	—	—	30	—	—
WR10R-MOLD	Rifle (AST)	Mirage	40,000	440	118	—	S	Special	237	120	1,770	445	1	28	12	75	20	—	—
CR-WR76RA	Rifle (AST)	Crest	55,800	652	165	—	S	Standard	220	150	1,650	440	1	26	8	70	18	—	—
CR-WR84RA2	Rifle (AST)	Crest	56,800	531	188	—	S	Standard	220	180	1,650	420	1	24	8	115	18	—	—
WH01R-GAST	Rifle (AST)	Mirage	70,000	465	153	—	S	Special	237	150	1,770	445	1	25	12	105	20	—	—
CR-WR88RB	Rifle (Burst)	Crest	45,800	471	265	—	S	Standard	220	150	1,650	415	1	76	—	—	18	—	—
WR14R-PHANTOM	Rifle (Burst)	Mirage	75,000	441	235	—	S	Special	237	150	1,770	435	1	70	—	—	20	—	—
CR-WR93RL	Linear Rifle	Crest	118,000	688	322	—	S	Special	448	80	2,200	450	1	55	—	—	31	—	—
CR-WR73RS	Sniper Rifle	Crest	65,000	495	105	—	S	Narrow/Deep	728	40	3,510	1,190	1	52	—	—	95	—	—
CR-WR81RS2	Sniper Rifle	Crest	78,000	528	118	—	S	Narrow/Deep	540	70	3,118	730	1	44	—	—	57	—	—
CR-WR88RS3	Sniper Rifle	Crest	65,000	592	165	—	S	Narrow/Deep	895	50	3,980	765	1	68	—	—	72	—	—
WH02RS-WYRM	Sniper Rifle	Mirage	70,000	610	78	—	S	Narrow/Deep	820	60	3,704	990	1	22	2	93	66	—	—
WR11RS-GARUM	En Sniper Rifle	Mirage	80,000	428	757	—	E	Narrow/Deep	1,011	32	3,744	1,000	1	148	—	—	3,280	—	—
WR02M-PIXIE	Machine gun	Mirage	16,000	430	50	—	S	Wide/Shallow	77	240	312	287	1	4	10	25	14	—	—
CR-WR69M	Machine gun	Crest	33,800	525	89	—	S	Wide/Shallow	130	360	960	345	1	6	12	62	15	—	—
WR04M-PIXIE2	Machine gun	Mirage	58,000	559	106	—	S	Wide/Shallow	105	1,000	745	335	1	4	10	35	20	—	—
WR07M-PIXIE3	Machine gun	Mirage	43,000	400	121	—	S	Wide/Shallow	105	800	745	363	1	4	12	48	20	—	—
CR-WH79M2	Machine gun	Crest	44,800	632	61	—	S	Wide/Shallow	240	160	1,830	380	1	5	10	82	22	—	—
WH03M-FINGER	Machine gun	Mirage	42,000	225	241	1	S	Special	77	240	312	262	1	5	—	—	14	—	—
WH05M-SYLPH	Machine gun	Mirage	65,000	288	128	1	S	Wide/Shallow	154	180	1,059	250	1	6	8	45	30	—	—
CR-WR88H	Handgun	Crest	27,700	170	128	—	S	Wide/Shallow	205	80	2,550	195	1	25	8	135	42	—	—
CR-WH69H	Handgun	Crest	21,800	146	98	1	S	Wide/Shallow	260	72	2,710	220	1	22	6	70	32	—	—
CR-WH73H2	Handgun	Crest	28,000	267	78	1	S	Wide/Shallow	260	70	2,710	258	1	33	—	—	32	—	—
WR03H-GHOST	Handgun	Mirage	30,000	184	60	1	S	Wide/Shallow	315	60	2,980	210	1	29	—	—	40	—	—
CR-WH79H3	Handgun	Crest	34,800	298	305	1	S	Wide/Shallow	190	110	4,860	228	1	26	1	120	61	—	—

Inventory

Right-Handed Weapons (cont'd)	Type	Manufacturer	Price	Weight	Energy Drain	Store Weapon	Ammo Type	Weapon Lock	Attack Power	Ammo/Usage Limit	Attack Heat	Range	Maximum Lock	Firing Interval	Mag Capacity	Mag Reload Time	Ammo Price/Usage Drain	Range Rating	Discharge Heat
Part Name																			
WR06H-GHOST2	Handgun	Mirage	40,000	235	106	—	S	Special	217	96	2,590	240	1	18	12	85	30	—	—
CR-WR76B	Bazooka	Crest	53,300	804	36	—	S	Special	1,400	30	6,210	387	1	78	—	—	250	—	—
CR-WR81B2	Bazooka	Crest	71,000	945	58	—	S	Special	2,240	20	7,855	435	1	93	—	—	315	—	—
CR-WR93B3	Bazooka	Crest	88,000	775	49	—	S	Special	1,020	40	5,050	510	1	65	—	—	275	—	—
WR13B-GIANT	Spread Bazooka	Mirage	72,000	1,020	79	—	S	Special	560	25	3,706	340	1	67	—	—	500	—	—
WR17B-GIANT2	Spread Bazooka	Mirage	61,000	824	102	—	S	Special	560	25	3,706	365	1	81	—	—	380	—	—
CR-WR84S	Shotgun	Crest	63,100	533	82	—	S	Standard	188	56	815	380	1	34	2	120	135	—	—
CR-WH76S	Shotgun	Crest	32,800	410	64	—	S	Standard	142	72	601	405	1	30	2	102	98	—	—
WR15S-WYVERN	Energy Shotgun	Mirage	73,000	580	367	—	E	Special	202	54	1,186	420	1	41	—	—	1,713	—	—
WR23S-WYVERN2	Energy Shotgun	Mirage	84,000	635	398	—	E	Special	158	80	910	395	1	48	—	—	1,288	—	—
GACHIRIN	Flamethrower	Kisaragi	62,700	531	355	—	S	—	26	600	2,540	96	—	3	—	—	10	—	—
NICHIRIN	Flamethrower	Kisaragi	54,200	707	427	—	S	—	21	450	2,885	96	—	3	—	—	12	—	—
CR-WR84HNM	Hand Missile	Crest	45,800	715	349	—	S	Standard	780	32	4,320	445	4	60	—	—	205	—	—
CR-WR84HNR	Hand Rocket	Crest	48,800	558	72	—	S	—	1,520	50	7,570	580	—	30	2	115	158	—	—
CR-WR93HNRP	Hand Large Rocket	Crest	48,800	715	118	—	S	—	3,200	10	12,750	500	—	127	—	—	345	—	—
CR-WR81G	Grenade Rifle	Crest	85,000	962	225	—	S	Narrow/Deep	2,400	15	13,900	730	1	110	—	—	470	—	—
CR-WR88G2	Grenade Rifle	Crest	70,000	632	170	—	S	Narrow/Deep	1,520	24	8,330	680	1	95	—	—	332	—	—
CR-WH98GL	Grenade Rifle	Crest	32,000	317	106	1	S	Narrow/Deep	1,520	6	8,330	670	1	126	—	—	332	—	—
WR08PU-ROC	Pulse Rifle	Mirage	44,000	193	256	1	E	Special	320	50	2,788	395	1	35	—	—	930	—	—
WR12PU-ROC2	Pulse Rifle	Mirage	46,000	289	357	1	E	Special	280	70	2,472	425	1	28	—	—	1,069	—	—
WR21PU-ROC3	Pulse Rifle	Mirage	63,000	355	522	—	E	Special	437	50	3,640	380	1	30	—	—	1,352	—	—
WR18PU-DEMON	Dual Pulse Rifle	Mirage	95,000	376	515	—	E	Special	365	70	3,155	505	1	47	—	—	1,180	—	—
WR05L-SHADE	Laser Rifle	Mirage	59,000	568	398	—	E	Special	674	72	5,208	500	1	51	—	—	1,810	—	—
WR19L-HOLLOW	Laser Rifle	Mirage	60,000	1,120	306	—	E	Special	475	80	3,860	520	1	33	—	—	1,488	—	—
CR-WR98L	Laser Rifle	Crest	76,000	615	688	—	E	Special	580	30	4,700	470	1	46	—	—	2,215	—	—
YWH07-DRAGON	Laser Rifle	Mirage	85,000	461	188	—	E	Standard	354	60	2,872	520	1	55	—	—	1,055	—	—
WR24L-SHADE2	Laser Rifle	Mirage	122,000	677	598	—	E	Special	898	48	6,150	515	1	55	—	—	3,970	—	—
WR16DL-SKULL	Dual Laser Rifle	Mirage	63,000	995	779	—	E	Special	475	80	3,860	610	1	45	—	—	1,638	—	—
WR25DL-SKULL2	Dual Laser Rifle	Mirage	61,000	702	842	—	E	Special	549	50	4,440	670	1	52	—	—	2,044	—	—
WH04HL-KRSW	Hi Laser Rifle	Mirage	88,000	1,400	722	—	E	Special	1,400	30	9,000	550	1	72	—	—	4,250	—	—
WR09HL-SPIRIT	Hi Laser Rifle	Mirage	90,000	1,238	815	—	E	Special	1,505	40	9,860	565	1	80	—	—	4,450	—	—
WR20PL-OGRE	Plasma Rifle	Mirage	120,000	1,155	656	—	E	Special	2,520	16	8,240	610	1	88	—	—	6,580	—	—
WR22PL-OGRE2	Plasma Rifle	Mirage	93,000	899	560	—	E	Special	1,988	28	13,100	450	1	70	—	—	6,320	—	—
WH06PL-ORC	Plasma Rifle	Mirage	42,000	376	315	1	E	Special	1,988	5	13,100	420	1	91	—	—	5,200	—	—
RASETSU	Blade	Kisaragi	38,600	238	13	—	S	—	2,270	20	8,700	—	—	—	—	—	320	6	1,355
ENMA	Blade	Kisaragi	42,300	376	24	—	S	—	3,100	10	13,550	—	—	—	—	—	415	5	3,625
NIOH	Blade	Kisaragi	44,400	335	8	—	S	—	4,500	4	16,300	—	—	—	—	—	500	7	7,250



Inventory



Left-Handed Weapons

Just because you have a weapon in your right hand doesn't mean you can't equip one in your left. Holding two weapons at a time doubles your firepower, making it easier to take down your enemies.

Left-Handed Weapons																	
Part Name	Type	Manufacturer	Price	Weight	Energy Drain	Store Weapon	Ammo Type	Weapon Lock	Attack Power	Ammo	Attack Heat	Range	Maximum Lock	Firing Interval	Mag Capacity	Mag Reload Time	Ammo Price
WL02R-SPECTER	Rifle	Mirage	25,000	553	95	—	S	Standard	276	100	2,005	450	1	42	—	—	30
HITEN	Rifle(AST)	Kisaragi	52,700	612	77	—	S	Standard	199	120	1,600	410	1	20	6	77	33
WH01R-GAST	Rifle(AST)	Mirage	70,000	465	153	—	S	Special	237	150	1,770	445	1	25	12	105	20
WL05RS-GOLEM	Sniper Rifle	Mirage	50,000	415	195	—	S	Narrow/Deep	820	36	3,704	900	1	68	—	—	66
CR-WL85RS	Sniper Rifle	Crest	55,700	313	106	—	S	Narrow/Deep	728	30	3,980	765	1	57	—	—	72
WH02RS-WYRM	Sniper Rifle	Mirage	70,000	610	78	—	S	Narrow/Deep	820	60	3,704	970	1	24	2	95	66
CR-WL74M	Machine gun	Crest	52,500	449	55	—	S	Wide/Shallow	162	150	1,188	305	1	6	10	70	27
WL06M-FAIRY	Machine gun	Mirage	15,000	377	48	—	S	Wide/Shallow	77	220	312	287	1	4	10	28	14
CR-WH79M2	Machine gun	Crest	44,800	632	61	—	S	Wide/Shallow	240	160	1,830	380	1	5	10	82	22
WH03M-FINGER	Machine gun	Mirage	42,000	225	241	1	S	Special	77	240	312	262	1	5	—	—	14
WH05M-SYLPH	Machine gun	Mirage	65,000	288	128	1	S	Wide/Shallow	154	180	1,059	250	1	6	8	45	30
CR-WH69H	Handgun	Crest	21,800	146	98	1	S	Wide/Shallow	260	72	2,710	220	1	22	6	70	32
CR-WH73H2	Handgun	Crest	28,000	267	78	1	S	Wide/Shallow	260	70	2,710	258	1	33	—	—	32
CR-WH79H3	Handgun	Crest	34,800	298	305	1	S	Wide/Shallow	190	110	4,860	228	1	26	10	120	61
WL07H-MIST	Handgun	Mirage	35,500	204	44	1	S	Wide/Shallow	315	60	2,980	220	1	35	—	—	40
WL10H-MIST2	Handgun	Mirage	41,000	174	119	—	S	Special	217	72	2,590	232	1	20	12	140	30
CR-WL95B	Bazooka	Crest	43,300	855	76	—	S	Special	1,400	20	6,210	364	1	102	—	—	250
WL11B-TROLL	Spread Bazooka	Mirage	61,000	770	95	—	S	Special	560	20	3,706	342	1	90	—	—	380
CR-WL85S	Shotgun	Crest	34,000	505	72	—	S	Standard	129	72	587	365	1	38	3	120	110
CR-WL88S2	Shotgun	Crest	59,100	325	95	—	S	Standard	188	56	815	380	1	35	2	120	135

Left-Handed Weapons (cont'd)																	
Part Name	Type	Manufacturer	Price	Weight	Energy Drain	Store Weapon	Ammo Type	Weapon Lock	Attack Power	Ammo	Attack Heat	Range	Maximum Lock	Firing Interval	Mag Capacity	Mag Reload Time	Ammo Price/Usage Drain
CR-WH76S	Shotgun	Crest	32,800	410	64	—	S	Standard	142	72	601	405	1	30	2	102	98
NICHIRIN	Flamethrower	Kisaragi	54,200	707	427	—	S	—	21	450	2,885	96	—	3	—	—	12
CR-WL79HNM	Hand Missile	Crest	35,000	453	373	—	S	Standard	765	24	4,515	460	1	60	—	—	220
CR-WL95G	Grenade Rifle	Crest	43,500	472	202	—	S	Narrow/Deep	1,016	24	6,505	590	1	90	—	—	252
CR-WH98GL	Grenade Rifle	Crest	32,000	317	106	1	S	Narrow/Deep	1,520	6	8,330	670	1	126	—	—	332
CR-WL88HNR	Hand Rocket	Crest	40,000	458	65	—	S	—	1,470	24	7,415	610	—	28	2	135	170
CR-WL95HNNR	Hand NAP Rocket	Crest	57,000	605	312	—	S	—	168	30	9,330	425	—	75	—	—	205
WL08PU-ARGOS	Pulse Rifle	Mirage	60,000	242	299	—	E	Special	365	50	3,155	507	1	40	—	—	1,305
WL12PU-ARGOS2	Pulse Rifle	Mirage	48,000	408	246	1	E	Special	442	40	3,708	402	1	44	—	—	1,544
YWH07-DRAGON	Laser Rifle	Mirage	85,000	461	188	—	E	Standard	354	60	2,872	520	1	55	—	—	1,055
WL13L-GORGON	Laser Rifle	Mirage	51,000	635	308	—	E	Special	740	48	5,990	717	1	67	—	—	1,920
WL15L-GRIFFON	Dual Laser Rifle	Mirage	61,000	408	522	—	E	Special	475	40	3,860	570	1	58	—	—	1,714
WH04HL-KRSW	HI Laser Rifle	Mirage	88,000	1,400	722	—	E	Special	1,400	30	9,000	550	1	72	—	—	4,250
WH06PL-ORC	Plasma Rifle	Mirage	42,000	376	315	1	E	Special	1,988	5	13,100	420	1	91	—	—	5,200



Inventory



Left-Hand Blade and Shields

The left arm has some specialty items that can be equipped only there, such as the blade and shield. Change what you equip here based on the mission you are about to begin. Using a shield or blade takes away from the long-range power of a gun, so choose wisely.

Left-Handed Blade										
Part Name	Type	Manufacturer	Price	Weight	Energy Drain	Attack Power	Discharge Heat	Attack Heat	Range Rating	Usage Drain
CR-WL69LB	Laser Blade	Crest	—	122	85	641	895	2,402	6	3,690
WL01LB-ELF	Laser Blade	Mirage	29,000	188	102	795	612	2,978	7	3,240
CR-WL79LB2	Laser Blade	Crest	38,000	225	111	1,016	1,004	3,808	6	4,752
CR-WL88LB3	Laser Blade	Crest	43,000	386	128	1,886	1,148	7,064	3	6,426
YWL03LB-TAROS	Laser Blade	Mirage	83,000	447	305	1,486	612	5,528	8	7,104
WL14LB-ELF2	Laser Blade	Mirage	54,000	154	57	836	981	3,132	13	4,176
WL-MOONLIGHT	Laser Blade	Mirage	55,200	502	357	1,722	2,048	6,450	6	8,724
FUHJIN	Laser Blade	Kisaragi	50,000	250	244	1,246	1,423	4,668	—	4,240
RAIJIN	Laser Blade	Kisaragi	70,000	283	276	1,664	1,815	6,204	—	6,410



Left-Handed Shields

Part Name	Type	Manufacturer	Price	Weight	Energy Drain	Def Shell	Def Energy	Shield Coverage	Heat Insulation	Usage Drain
CR-WL74ES	Energy Shield	Crest	15,500	133	17	21	150	72	1,723	775
CR-WL85ES2	Energy Shield	Crest	18,400	180	45	18	190	72	2,564	988
WL04ES-GIGAS	Energy Shield	Mirage	30,000	224	62	50	205	93	3,554	1,325
BONTEN	Energy Shield	Kisaragi	55,000	350	118	65	410	68	3,865	1,555
WL09ES-GIGAS2	Energy Shield	Mirage	55,000	277	95	85	315	98	5,364	1,677
KATEN	Shield	Kisaragi	15,000	336	6	110	8	72	860	—
SUITEN	Shield	Kisaragi	44,000	415	10	185	35	90	1,515	—
JITEN	Shield	Kisaragi	28,000	593	8	220	12	84	1,036	—



Optional Parts

Optional parts are great pieces of equipment to add to your AC. They don't add to your weight or take away from your energy supplies. Your core unit determines how many of these optional parts can be equipped at one time. Equip the ones that are most appropriate for the mission you are about to begin.

Optional Parts

Part Name	Description	Manufacturer	Price	Slots Required
001-AMINO	Reduces damage from solid shell ammunition	Mirage	25,000	2
CR-069ES	Reduces damage from energy ammunition	Crest	28,000	1
CR-069SS	Improves stability when taking fire	Crest	40,000	3
CR-071EC	Increases generator's condenser capacity	Crest	30,000	4
KISSYOH	Emits lock-on cancellation pulses	Kisaragi	20,000	2
CR-075LA	Reduces missile lock-on time	Crest	26,000	2
CR-079L+	Increase size of sight lock	Crest	27,000	3
002-ORGANELLE	Improves leg part braking ability	Mirage	31,000	2
003-CODON	Improves leg part turning ability	Mirage	41,000	4
CR-083ES+	Improves energy shield coverage range	Crest	38,000	1
007-PRIMER	Increases laser blade attack power	Mirage	74,000	3
004-GOLGI	Increases energy weapon attack power	Mirage	45,000	3

Inventory

Optional Parts (cont'd)				
Part Name	Description	Manufacturer	Price	Slots Required
005-HISTON	Improves energy weapon reload time	Mirage	52,000	2
006-PHAGE	Reduces energy weapon firing consumption	Mirage	45,000	4
008-RIBOSE	Adds missile display function to radar	Mirage	15,000	1
CR-086R+	Improves radar range	Crest	32,000	1
MARISHI	Improves cooling performance	Kisaragi	30,000	2
CR-094ESS	Reduces energy shield energy consumption	Crest	25,000	1
KANGI	Improves VS ECM performance	Kisaragi	60,000	2





Classified Information



This game has lots of hidden parts that you can collect to add to your inventory. Find some hidden in the mission. Others become available by completing certain actions during the mission.

Find Parts in the Mission

These AC parts are hidden somewhere in the different missions.

Hidden Parts in Missions for Evolution

Part Name	Mission Location
CR-WH98GL	01
O03-CODON	07
HOHSHI	25
CR-WR81RS2	31
RAIJIN	39
CR-H95EE	49
E05MG-ROE2	52

Hidden Parts in Missions for Revolution

Part Name	Episode #	Mission #
CR-B83TP	2	2
ANANDA	4	2
WH06PL-ORC	5	1
RENGA	7	2
I03RN-CORAL	8	1
JIREN	10	1
KARURA	11	3
NIOH	13	1

Perform a Specific Action in a Mission

You receive these AC parts for completing certain actions during a mission.

Parts Received for a Specific Action in Evolution

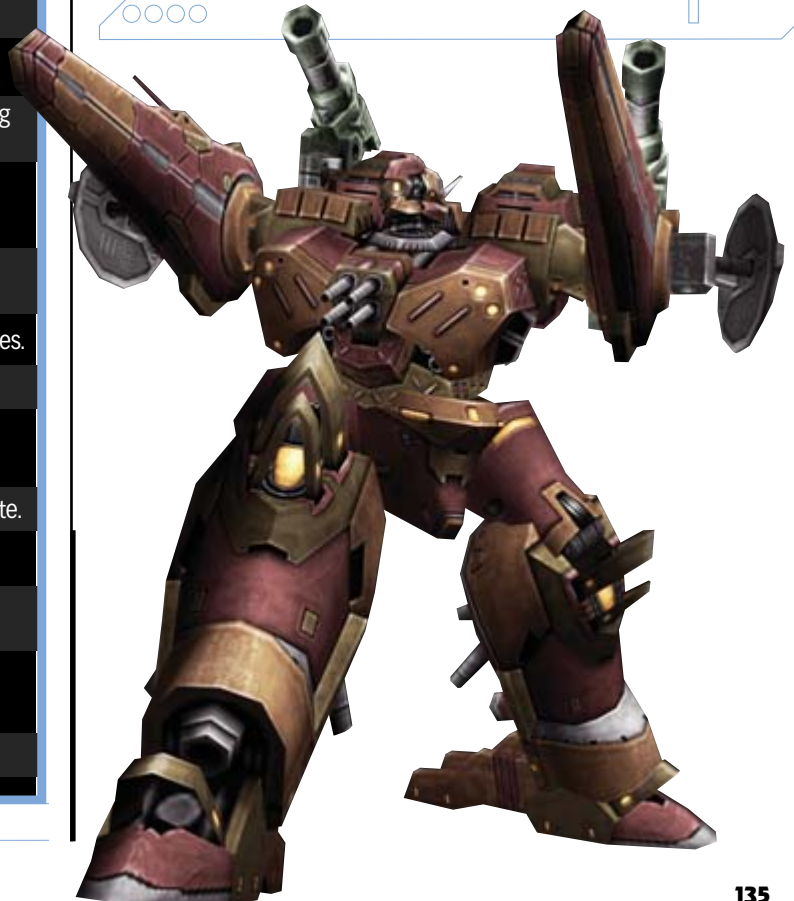
Part Name	Mission Location	Action
JITEN	5	If a mission is successful, you'll get this at the shop.
CR-WR88RS3	17	Mission completion bonus.
WH03M-FINGER	19	Destroy enemy AC within 55 seconds.
CR-WH69H	23	Failing the mission (3 minutes +).
LN01-SEAL	28	No fuel tanks can be destroyed.
CR-LF71	28	Mission completion bonus.
MF04-COWRY	32	Destroy all planes in convoy.
WB31B-PEGASUS	40	Destroy enemy AC within 50 seconds.
IWATO	42	Mission completion bonus.
A04-BABOON	48	Mission completion bonus.
CR-A88FG	53	Mission completion bonus.
LN04-WALRUS2	57	Mission completion bonus.
KUJAKU	59	Destroy at least 4 targets and at least 10 flying objects.
RAKAN	59	Mission completion bonus.
CR-WA91MSM	60	Destroy enemy AC within 1 minute and 10 seconds.
WH04HL-KRSW	62	Destroy enemy AC within 1 minute and 30 seconds.
H09-SPIDER	—	Achieve Arena Rank 1.
MF05-LIMPET	—	Achieve Arena Rank 10.
CR-O83ES+	—	Achieve Arena Rank 20.
CR-I79DD	—	Achieve Arena Rank 30.

Parts Received for a Specific Action in Revolution

Part Name	Episode #	Mission #	Action
CR-I94DD2	1	3	The targets you're defending can't be damaged.
CR-WR93RL	2	1	Submarine must finish with AP 60% or greater.
YWHOY-DRAGON	2	2	Mission completion bonus.
WHO3M-FINGER	3	2	No more than 2 bombs can fall.
KANGI	3	3	All gun batteries must survive.
YWL03LB-TAROS	4	2	Mission completion bonus.
WB28R-SIREN4	5	2	The target you're defending must finish with AP 80% of greater.
YH06-LADYB	6	2	Destroy enemy AC within 1 minute and 30 seconds.
FUNI	6	3	Finish mission under 30 seconds.
CR-YH70S2	7	1	Destroy enemy AC within 30 seconds.
YA10-LORIS	8	2	Mission completion bonus.
CR-LH79L	9	3	The targets you're defending can't be destroyed.
WH04HL-KRSW	11	2	Destroy enemies and at least 3 helos.
CR-LRJ84M	12	1	Complete with 5 or fewer planes destroyed.
MIROKU	12	2	Finish mission under 2 minutes.
YH08-MANTIS	13	2	Mission completion bonus.
YWH07-DRAGON	13	2	Destroy enemy AC within 45 seconds.
WL-MOONLIGHT	14	1	Finish mission under 1 minute.
YLH11-VIXEN	14	2	Mission completion bonus.
BYAKUE	15	1	Destroy target within 30 seconds.
CR-YH85SR	15	2	Destroy enemy AC within 30 seconds.
YC07-CRONUS	15	2	Mission completion bonus.

Some hidden parts in the game are harder to get than others, and won't appear in the Free Mission option after you complete the game. That means if you didn't get them the first time you played through the game, you'll have to play through it again. Make sure to save your game before you play these missions. If you fail to get the part, you can load up your save and play the mission again.

Part	Mission
JITEN	05
CR-WR88RS3	17
CR-WH69H	23
CR-LF71	28
IWATO	42
A04-BABOON	48
CR-A88FG	53
LN04-WALRUS2	57
RAKAN	59



Emblems

Evolution Emblems

You can get two emblems in *Evolution*. Simply beat the game the first time and you get them.



Revolution Emblems

You can get 15 different emblems in *Revolution*. Pass every mission within the episode with at least an A rank to get the emblem for that episode.

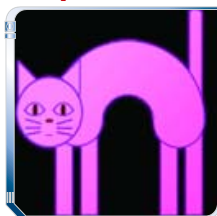
Episode 01



Episode 02



Episode 03



Episode 04



Episode 05



Episode 06



Episode 07



Episode 08



Episode 09



Episode 10



Episode 11



Episode 12



Episode 13



Episode 14



Episode 15



Unlockables

After you complete the game, two new features open up: Free Mission and Free Arena. Free Mission lets you go back and play different missions of the game. Free Arena lets you fight against other ACs still left in the ranking.

Bonus Secrets

Play through *Revolution* to earn different ranks for each mission part and unlock hidden music, movies, and artwork. These bonus items are a collection of works from the different *Armored Core* games in the series.

Acquiring all of the archive materials is based on obtaining a 100 percent achievement ratio on Disc 2 (*Revolution*). More and more archive materials become available as the achievement ratio goes up. Track the achievement percent by accessing the SYSTEM menu option on Disc 2. Achievement is listed at the bottom right-hand corner of this screen. The four factors that affect the achievement ratio are: Clearing all missions, Clearing all missions with an "S" ranking, Defeating all AC opponents encountered during mission assignments, and retrieving all hidden parts.

